

WARHAMMER
40,000

CODEX



ADEPTUS ARBITES

ADEPTUS ARBITES

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Compatible with 7th Edition Warhammer 40,000

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While it took quite a lot of work to create this Codex, and a good chunk of what you see either comes straight out of old Games Workshop publications or from my own fertile imagination and reasoning, I also looked to other people's ideas for inspiration. Some of the concepts presented here are based on, inspired by, influenced by or blatantly copied from other folks' vision of how the Adeptus Arbites should be represented in Warhammer 40,000.

The most important venues for inspiration of this Codex are Tim Huckleberry and his fantastic Codex for 3rd Edition Warhammer 40,000 as well as the many ideas, suggestions and outright heresies that have come out of the Adeptus Arbites Garrison at Yahoo Groups. Of note are several key members whose ideas provided a gold mine of inspiration to help me craft my ideal army list to represent the Adeptus Arbites on the tabletop. These include such esteemed persons as Jeff Wiertalla, Robey Jenkins, Magnus Johansson and many others far too numerous to name here! This codex has also been shaped by the suggestions of many forum users at Warseer, DakkaDakka, 40KOnline and more. Of course, the writings of Matthew Farrer in his Shira Calpurnia novels are also a very strong source of inspiration and insight into the inner workings of the Adeptus Arbites as well!

Many of the images of actual models in this document are courtesy of ArbitorIan & Panic from www.dakkadakka.com



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INTRODUCTION

The Adeptus Arbites are the first, and often last line of defense on most Imperial worlds. They stand firm against the many threats that beset mankind, both from without (such as the alien and the daemon), and from within (such as the heretic and the traitor.)

The Adeptus Arbites enforce the Lex Imperialis, embodied within the great Book of Judgement. They date from at least the Great Crusade, when compliant worlds had Lord Marshal's Offices installed to deal with 'non-local' matters. Their organisation represents the soldiers and police of the Adeptus Terra. Each of the Imperium's worlds has their own government, laws, and their own local police forces to enforce those laws. The Arbites concern themselves only with the enforcement of the broader laws to which the entire Imperium is subject.

Utterly dedicated and without mercy, the Arbites are feared throughout the galaxy, for they are the agents of a harsh law, where failure and incompetence are crimes, and the only punishment is death. Arbites are empowered to act as judge, jury and executioner – citizens have no rights, and only members of the Priesthood of Terra or the Inquisition could claim anything so elaborate as a trial.



WARHAMMER 40,000

If you are reading this codex, then you have already taken your first steps into the Warhammer 40,000 hobby.

Warhammer 40,000: The Rules contains all the rules you need to fight battles with your Citadel miniatures, and every army has its own codex that acts as a definitive guide to collecting and unleashing it upon the tabletop battlefields of the Warhammer 40,000 universe. This codex, while it is a fan-produced work rather than an official Games Workshop product, still allows you to turn your collection of Adeptus Arbites models into an impressive army that will serve you well on the field of battle!

THE ADEPTUS ARBITES

The overall leader of the Adeptus Arbites is the Grand Provost Marshal, who represents the organization on the Senatorum Imperialis. Below him are the Marshals of the Court which oversee galaxy-spanning precincts, each made up of dozens to hundreds of individual Arbitrators and various other officers and support staff.

The Adeptus Arbites maintains a presence on almost every Imperial world, headquartered in fortified precinct courthouses. The courthouses are equipped to be self-sufficient and to support a complete Arbites army. They consist of armouries, dungeons, barracks, firing ranges, scriptories, archives, warehouses, kitchens, gymnasia and garages. Courthouses are sometimes a world's only connection with the rest of the Imperium.

The men and women of the Adeptus Arbites are utterly devoted to their task and without mercy to those who break the Lex Imperialis. Arbites are usually recruited through the Schola Progenium, often those who have displayed great force of will and brute strength.

The Adeptus Arbites are equipped to fight a minor war, but their main role is maintaining order. A single precinct courthouse functions as a base for a complete and fully-equipped army, capable of fielding vehicles in addition to the various task teams.

In combat Arbitrators wear carapace armour. Heavy gloves and boots protect the hands and feet, while the head is encased within an all-enclosing helmet equipped with a rebreather. Standard personal weaponry is the Arbites combat shotgun, with a bolt pistol as a typical sidearm. This is further supplemented by boltguns, grenade launchers, and many other more specialised weapons. Suppression teams are typically equipped with shock mauls and either riot shields or suppression shields for crowd control and riot-breaking. Several types of grenades are used, both lethal and incapacitating. Some Patrol groups may use Cyber-Mastiffs and Grapplehawks to hunt down and catch criminal fugitives who attempt to escape. The Arbites also make use of a wide range of vehicles, such as Rhinos, Repressors and Chimeras.

HOW THIS CODEX WORKS

Codex: Adeptus Arbites contains everything you need to collect your very own army of the Imperial Law and lead it to victory in your games of Warhammer 40,000.

Within these pages you will find the definitive guide to the Adeptus Arbites, their long and proud history and their rigid and uncompromising structure and discipline. You will find descriptions of some of their actions, including famous battles in which they took part. You will also find a showcase of beautifully modeled, converted and painted Arbites miniatures, including some tips on how you too can create Arbites models you can be proud of. Finally, you will also find a full description of each Arbites unit, the rules for its use, and an army list that enables you to organise your collection of Citadel miniatures into an army worthy of the defenders of the Lex Imperialis!



"They live there in that great plascrete tower surrounded by walls and razor wire, only emerging to seize some unfortunate who has transgressed against the Imperial Laws or to patrol the city to prove that it belongs to them. There are crystal lenses and sound wave detectors on that tower that can watch citizens and listen to their conversations 100 leagues away, Imperial spy satellites watch what they can't see directly and even the Governor fears them. They aren't from here and have nothing to do with us, no more than Orks or Eldar, if they have families or children we don't know about them and we don't care. They wouldn't so much as buy a glowbulb from us and we would not sell it to them. It's ironic that they have the rather benevolent title of Arbitrators."

Vorkas Zolowski prior to his arrest for pernicious sedition against the Emperor of Mankind.

PAX IMPERIALIS

WHO ARE THE ADEPTUS ARBITES?

The Adeptus Arbites are the conspicuous and ever-watchful long arm of the Emperor's law. From their fortress precincts upon almost every world of the Imperium, they administer harsh justice as laid down by the Dictates Imperialis. None are above, or indeed below, their notice, and they will stop at nothing to ensure wrong-doers are punished for even the smallest of infractions against Imperial law.

The men and women of the Adeptus Arbites are recruited from Schola Progenium facilities all over the Imperium. It takes a very special individual to be selected, and it is often those who have risen to dominate their fellow progenia through force of will or brute strength who prove ideal for the role. The Arbites must be harsh in the execution of their duty, and mercy is a weakness unbecoming of an officer of the Emperor's law.

Unlike the individuals in the service of the Holy Orders of the Emperor's Inquisition, the Arbitrators and judges are not free to administer judgment as they see fit. They are instead bound by the Dictates Imperialis. This is a prodigious body of laws, rulings, precedents and decrees compiled over ten millennia, and ranging from the words of the Emperor Himself from the days he walked amongst men, to the most recent proclamations of the High Lords of Terra. By its very nature, this body of law is vast, and many servants of the Arbites spend their entire lifetime researching a particular point of law so that a criminal may be brought to justice. The Arbites administer the galaxy-wide laws of the Dictates Imperialis with ruthless efficiency. Though there are many other local law enforcement bodies on every world, it is the Adeptus Arbites that enact the definitive word of the law, above all others.

The Arbites precinct fortresses are present in most every major city ruled by the Imperium. They are huge, threatening buildings that dominate and inspire fear and paranoia for many miles around. The officers of the Arbites are utterly incorruptible, and never serve on or near their homeworld: the law is their life and they are utterly and ruthlessly dedicated to it. Arbites precincts are often the first line of defence against the corruption of an Imperial world. The Arbites owe no direct allegiance to the world's Imperial commander, and so are free to react to the slightest hint of treachery. Many governors resent this autonomy, but are later thankful for it when rebels attack their palaces and the Arbites are the only force able to stand against them.

"Remember that it is the duty of the mighty Adeptus Astartes Chapters and the glorious Imperial Guard to wage the Emperor's wars and the duty of the fearless Imperial Navy to guard the Emperor's spaceways, but it is to his loyal servants the Adeptus Arbites that his divine majesty in his infinite wisdom entrusts the most sacred duty of all –

Keeping in check the lawless heretic rabble that passes itself off as the Emperor's worthy subjects."

Familiar old precinct-house joke of the Adeptus Arbites

HISTORY OF THE ADEPTUS ARBITES

The Adeptus Arbites has existed since the earliest days of the Imperium. Indeed when the Emperor's forces liberated a world during the Great Crusade, they were followed swiftly by the Adeptus Arbites who assisted the Imperial Missionaries in establishing Imperial Rule and ordered societies from the destruction left in the wake of the crusaders. It was the Adeptus Arbites who held the Palace Grounds during the Siege of Terra at the climax of the Horus Heresy.

In the millennia following the Emperor's enthronement on Terra, the Adeptus Arbites has tended towards the background and shadows of every day Imperial life, silently performing their duties and protecting the loyal citizens from many threats both hidden and overt. Dotted throughout these many thousands of years however are many brief accounts of Arbites precincts holding out against full-scale invasion for many weeks, acting as a rallying point for the defenders when all else seems lost. Often, it is the Arbites' astropaths who get out the crucial plea for aid, to which surrounding systems respond. By the time a response is mustered the precinct fortress will most likely have fallen, but the Arbites will have sold their lives dearly, and will have ultimately succeeded in bringing down retribution upon the heads of those who would defile the Emperor's domain.

WHY COLLECT AN ADEPTUS ARBITES FORCE?

The Adeptus Arbites are a rather unique force, deliberately better trained and better equipped than the Imperial Guard and the Planetary Defense Forces, though not nearly as numerous. Yet they are not as powerful and autonomous as the elite, super-human warriors of the Space Marine chapters. They are hard-bitten and determined fighters who excel at close-ranged firefights and bitter street fighting where their defensive tactics and equipment serves them well.

While the Arbites do not excel in any particular area of combat, neither are they lacking in any aspect. Their shooting is powerful but short-ranged, forcing them to either advance or wait for their enemies to come to them. They have a few units which specialise in Close Combat, but these units require careful maneuvering and planning in order to defeat their foes. One unique tool the Arbites have is the suppression tactics special rule, designed to sow confusion and disarray among the enemy, forcing them to go to ground rather than falling back. Combined with the variety of pinning weapons available, the suppression tactics rule helps the Arbites force pin down multiple enemy units, allowing them to bring their powerful firepower to bear with less worry about being shot or assaulted in retaliation.

An Arbites force is also a modeler's army. This is because there are very few Arbites models currently in production by Games Workshop, which means you will need to flex your modeling muscle a bit in order to put together a playable army. However this does allow the player to create a distinctive look and feel that appeals to them and evokes the "Law and Order" ideals of the Arbites as they see it. A fully-converted and well-painted army of the Adeptus Arbites is a truly magnificent sight to behold, and will be the envy of all who oppose your legal might!

THE DICTATES IMPERIALIS

The only mandate an Arbitrator can enforce, and to the letter, is the Dictates Imperialis; local laws are not their problem, and those are left to be enforced by local agencies. The Dictates Imperialis (also known as the Great Book of Judgment, the Book of the Law or simply Imperial Law), is a collection of laws, rules, precedents, and other legal protocol collected from the Emperor and the High Lords of Terra. An Arbitrator could spend decades researching and studying the law for one case.

The Imperial Law that the Arbites enforce is thousands of years old and, in some cases, is potentially oppressive. It could be as much a crime to allow oneself to be kidnapped as it is to kidnap another individual.

Punishments for most serious crimes are invariably harsh and often fatal. Aside from (very) public executions, the preferred sentence for many crimes is conscription into a penal legion. Although many fight for years under their life-long sentence, service in a penal legion is often immediately fatal since they are sent on the most dangerous of missions. Other punishments include public lashings, death by burning, and, with the permission of the Ecclesiarchy (and usually for crimes of a heretical fashion), arco-flagellation.

It is hereby decreed this day that forthwith all citizens living, residing, travelling or visiting in or around an area, condition or situation, deemed by authorities to be potentially volatile or hazardous, shall remain conspicuously armed and alert, under penalty of death or penal conscription.

Potentially volatile or hazardous areas, conditions or situations shall be considered so upon the discretion of any authority, including but not limited to, any member of the Adeptus Arbites, the Adeptus Ministorum, the Adeptus Administratum, the Adeptus Mechanicus or any planetary, Sectoral, Segmental or Imperial governing body.

The potentially volatile or hazardous nature of an area, condition or situation may be caused or influenced by many factors, including but not limited to the following

- *dangerous life-forms, either indigenous or extrinsic*
- *threat of hostile or corrupting forces, domestic, foreign, alien or unnatural*
- *civil unrest or general cultural debasement.*
- *any other area, condition or situation as deemed appropriate*

“Conspicuously armed” shall be defined as carrying, in plain sight, an appropriate manner of self defense, the nature of which shall be determined by the severity of the potentially volatile or hazardous area, condition or situation, as determined by the judgment of the authority. Typical conspicuous armaments may include, but are not limited to, hand-to-hand combat weapons, small arms, personal security teams and/or the protection of one or more branches of the Imperial military.

Excerpt from the Dictates Imperialis, source unknown

ADEPTUS ARBITES ORGNISATION

Though ultimately it owes its allegiance to the Adeptus Terra and the Emperor himself, the Adeptus Arbites is organised as an independent military body within the Imperium, with its own hierarchy of command ranging from the humble Proctor of a Patrol Team all the way up to the Grand Provost Marshal of the Adeptus Arbites – who also sits in council as one of the High Lords of Terra.

The essential cell of an Arbites organisation is the Precinct, which generally corresponds to divisions of population, moderated by demographic and political assessments. For example, many sparsely-populated agricultural worlds and feral worlds require relatively few Arbitrators to enforce Imperial Law. In contrast most Hive Worlds, renowned for the lawlessness prevalent in the lower classes of their densely-packed population centers require a much denser network of Precincts to maintain control.

The Precincts within a system will generally interlock to form a Precinct Superior, often referred to in Arbites circles with the Low Gothic of a 'System Precinct'. The highest ranking Arbitor in a Precinct Superior will take on the honorary Low Gothic title of 'Commander of the Court' in addition to whichever title their rank currently earns them.

The next break-point is typically applied at the point where transit through the immaterium (i.e. interstellar travel) is required for contact with the broader organisation. This results in a network of Precinct Superiors forming a High Precinct - generally made up of several systems (though occasionally, as in the case of Hydraphur, constituting only a single important system). The High Precinct is often similar to, though not necessarily congruent with, the subsector hierarchy as laid down by the Administratum.

High Precincts interlock in turn to form the Great Precinct, which are akin to (but not necessarily bound by) Imperial Sectors. Great Precincts form together into the greater Grand Precinct, which are finally grouped together into the greater Segmentum structure, with the highest ranking Arbitrator in the galaxy being the Grand Provost Marshal, one of the High Lords of Terra.

A subsidiary structure is the Arbites fleet. This constitutes mobile forces able to reinforce the work of the planetary precincts with resources both of judicial expertise and paramilitary force. They are typically found operating very much within the Arbitrator cursus and their primary function is the exertion of armed might in support of their planetary colleagues. Fleet commands follow a command hierarchy not dissimilar to the fixed hierarchy discussed elsewhere, and they are in most respects to be considered as spacebourne Precincts in this regard.

Commanders of Precinct Superiors and higher are drawn from the upper echelon of ranks, the Arbites General. Most often, a Precinct Superior is commanded by an Arbitor Senioris, a High Precinct by an Arbitor Majore, a Great Precinct by an Arbitor Imprimis and a Grand Precinct by an Arbitrator Majestas. The most common Low Gothic titles matching these ranks are High Marshal, Lady/Lord Marshal, Grand Marshal, and Lord Grand Marshal.

Generally speaking, there are two basic types (or cursi) of Arbitrator: the Aedile (Arbitrator) and the Praetor (judge). Passage out of the organisation's base ranks place an Arbitrator on the lowest rungs of these cursi. As these two diverge from base ranks, so do they re-merge at the topmost echelon, the Arbites General, a supreme command structure which intermingles Arbites from both specialisations.

There are many sub-specialisations from the main cursi, notably the Chasteners and the Detectives, who are heavily involved with other Adeptus, and whose activities are heavily protected by the Arbites' secrecy measures. They are believed to control surveillance, infiltration, intelligence, and the informant and agent provocateur networks.

Other sub-specialisations in the Arbitrator cursus include positions such as garrison chaplains and preachers, ordained tech-ministers and armourers, savants, medicae, investigators, paralegals, precedentiates, advocates and many more.

THE JUDGES

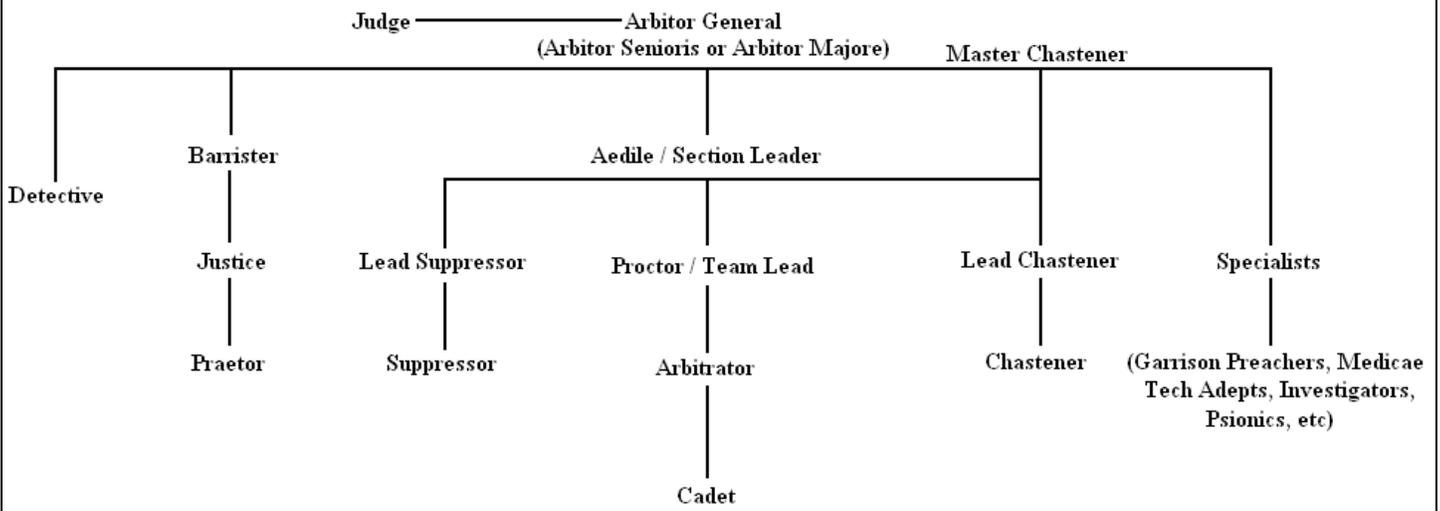
Standing outside the standard precinct structure and hierarchy, the Judges are a breed apart. Not to be confused with the various levels of judges in the praetor cursus, the Judges are iron-willed lords of justice, who have far-reaching powers, mandate and influence not far below that of an Inquisitor. They investigate and sit in judgement over those who commit the most heinous crimes, and will go to any lengths to pursue and capture or destroy a perpetrator.

Many Judges maintain a small personal army of trusted Arbitrators and support staff, perhaps based on a cruiser. The most powerful and influential Judges may even command a small fleet and thousands of men. Should the need arise, perhaps if an entire planet has fallen to civil unrest, they even have the influence to request, and receive, the full might of the Imperial Guard to restore the Pax Imperialis (though in such cases, the population of the planet is often substantially reduced).



Arbites Hierarchy

<u>Jurisdiction Designation</u>	<u>Low Gothic Designation</u>	<u>Command Rank</u>	<u>Command Title</u>
High Lord of Terra	High Lord of Terra	Arbitor Primaris	Grand Provost Marshall
Segmentum Command	Segmentum Command	Arbitor Majestas	Lord / Lady Grand Marshall
Grand Precinct	Sector Precinct	Arbitor Inprimis	Grand Marshall
High Precinct	Subsector Precinct	Arbitor Majore	Lord / Lady Marshall
Precinct Superior	System Precinct	Arbitor Senioris	High Marshall, Commander of the Court
Precinct	Precinct	Arbitor Senioris	Marshall



A shadowy form slinked across the small courtyard of the Administratum complex, making for the large glassteel window on the far side. Reaching his destination, Vik Draaco sidled up to the window and began cutting his way through with the small laser torch he had pulled from his utility pouch. When he had made a hole large enough, he slipped through into the dark room beyond.

His mind racing with the memorized schematics of the complex, Draaco worked his way through the chambers containing the workstations of the low-level scribes and functionaries until he reached his goal – the office of the supervising Adept in charge of personal finance records. Quickly picking the lock, the young sneak slipped into the office and closed the door behind him. Tapping a few runes on the cogitator, he brought the system up to active status. The glowing display asked him for a password.

Draaco pulled out the skifter, an illegal device which had cost him a fair few credits, and slid it into place over the screen. It immediately began its work, deciphering the runes necessary to access the finance records. After a short time, the device chirped softly and displayed the necessary code. Draaco pulled it free and tapped in the password, and was pleased to be granted immediate access to the entire personal finance database for this sub-sector of the hive.

Working quickly, Draaco made the changes he had come to make, creating thousands of transactions that pulled various miniscule amounts of credits from organizations that could easily afford to lose a few, and probably expected cogitator errors to cost them a bit anyway. When he was done, the total shown on his own account was substantially higher than it had been moments before. In a final act of mischief, he pulled up the records for his supervisor at the manufactorum and added a few transactions that would be very difficult for him to explain were they ever to be caught.

Logging off of the system, Draaco rose and prepared to head back out the way he had come in. He was suddenly blinded as the facility's light came up. As he blinked his eyes to try and regain his sight, he heard a sharp voice which made his blood run cold.

"Adeptus Arbites!" the amplified voice shouted. "We know you are in there Mister Draaco. Come out with your hands held high."

'Blast!' he thought. 'How on Terra did they know I was here?' The how didn't really matter of course, and Draaco immediately turned away from the booming voice of the Arbitrator, moving as fast as he could toward an exit. Bursting through the doorway, he heard the alarm klaxons begin ringing as he set off the security system.

"Attempting to flee will only make your punishment more severe!" the voice called.

Draaco didn't turn back or slow down. He knew if they caught him he'd be done for. If they didn't execute him on the spot, they'd surely send him off to the penal legions. He had to get away. Ducking down an alleyway, he ran as fast as his legs would carry him, desperately casting about for somewhere he could hide. His lungs were burning from the exertion, but he kept going.

He was nearing the end of the alley when a commotion behind him caused Draaco to turn his head. Glancing over his shoulder, he saw three Arbites bikers hurtling towards him at top speed. They'd be on him in moments! He tried to think of a way to escape, but nothing came to mind. He turned his head back toward the alley's opening, and ran headlong into a massive, black clad form.

The Arbitrator didn't budge, and Draaco bounced painfully off of him, landing in a heap at his feet. The three bikers screeched to a halt in a circle around him, and the Arbitrator standing over him drew a slender rod from his hip. With a flick of his wrist it crackled to life with an aura of blue sparks. He raised it over his head before swinging it down toward the fallen man.

"I told you not to run," the Arbitrator said as his shock maul crashed into Draaco's skull. Blackness quickly overtook the pain...

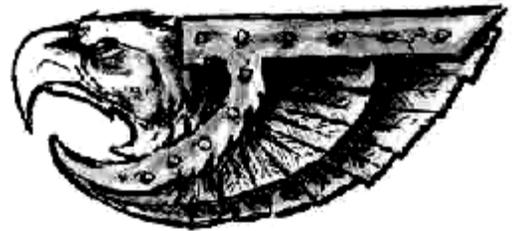
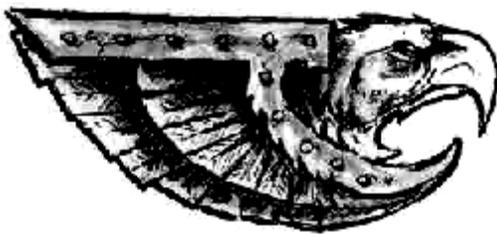


Detective Leigh scanned the street from a dark alley, sweeping with both his natural eyes and his Psionic “third eye” as he tried to locate his quarry. He had been the leader of a small but growing criminal organization Leigh had spent weeks infiltrating. He berated himself silently for allowing himself to get sloppy. Leigh had been so close to bringing the whole gang in to be made an example of, when an off-color remark had spooked the man and sent him running for the hills, shouting to his men to put down the traitor.

Fortunately, the detective had thought quickly enough to blind his attackers with a Psionic flash of light, allowing him to gun them down before they had a chance to recover. Now he just had to catch up with the boss before he went to ground and he lost him for good. A faint tingle caught Leigh’s senses and he looked over just in time to see a shadowy figure slip through a doorway across from where he stood.

Moving quickly, Leigh crossed the silent street and kicked the door open, drawing his stub gun as he took in the scene. The boss was trying to get a landcar started so as to make good his escape. Just as the boss noticed him, Leigh gestured with a look of intense concentration on his face. The boss’s eyes went wide as his hands clutched his forehead. With a few beads of perspiration forming on his brow, Leigh sent a final mental push. Blood trickled from the boss’s nose, and his eyes rolled back into his skull as he slumped into his seat.

“You’re under arrest for six-hundred and-thirty-nine separate violations of the Dictates Imperialis,” Leigh spat as he pulled a set of electro-binders from a pouch on his belt. “May judgment be swift, and justice final.”



“This is a military system, Arbitrator, and until we were forced off it by politics, Hydraphur was a military world. The attack was on space shipping, which is a matter of Naval prerogative. To subject myself to the orders of a planetary authority, to surrender authority over prisoners being held on my station under my orders... I wonder if you fully understand what you ask. What you dare ask.”

“My title, Gate-Captain de Jauncey, is Arbitor. Arbitor senioris. You may address me as arbitor senioris or Arbitor Calpurnia, as you wish.”

“If the best you can manage by way of a riposte is to correct me on some point of formal address-“

“I can also correct you on a point of formal law. We are the Adeptus Arbites. The vessel by which the Emperor’s laws have travelled down the ages. We light and keep the beacon of the Emperor’s Law so that all His Imperium can guide their lives by it, and we see to it that those who turn away from that beacon and cause themselves and others to stumble are made to pay. We determine the guilty, we decide the punishment. I have witnessed judgments of officers of the Navy and of the Imperial Guard and of planetary and system governors. I have twice helped to pass sentence on men and women of both those organizations, some of them more highly ranked than you, gate-captain.”

THE DEFENSE OF ICHAR IV

THE SILENT VOID

For two and a half centuries after the invasion of the first Tyranid hive fleet, known as Behemoth, there was neither sight nor sound of further Tyranid incursions. Some members of the Administratum began to question the necessity of maintaining a substantial military presence in the galactic south-east to resist a non-existent Tyranid threat. They argued that the hive fleet had represented the sum total of the Tyranid race and that it had been destroyed at Macragge.

When inhabited worlds along the south-eastern fringe began to suffer an epidemic of riots, terrorism, sabotage and, in some cases, outright rebellion the Administratum Adepts claimed the people had become dissatisfied with living in the midst of an armed camp and chosen to violently illustrate their displeasure.

The Inquisition suspected a plot and moved quickly to “investigate” the dissenters for signs of treasonous thoughts or heretical influence. It was soon established that all of the dissenting Administratum officials either originated from the south-eastern fringes or had travelled there at some point in their career. No other unifying factors could be found, and many of the suspected traitors had never even met.

Inquisitors were dispatched from the Inquisition fortress at Talasa Prime to fully investigate the Ultima rebellions. Meanwhile, the Inquisition instigated a terrifying purge throughout the Imperium and particularly on Earth, incarcerating anyone in high office who had had contact with the Eastern Fringe. Tens of thousands were dragged away by the Arbites to languish in prison colonies while the investigation continued.

ICCHAR IV

The Imperium's first concern was the rebellion on the industrial world of Ichar IV. The Ichar system is vital to the Imperium. Its gigantic factories and sprawling refineries form the lynch pin of one of the few densely populated sectors in the Ultima Segmentum. Thousands of ships carrying ore and myco-protein pass through Ichar's huge orbital docks each year. The rebellion had been swift and bloody. Years before, a religious fundamentalist group called the Brotherhood had caught the hearts and minds of the impoverished city workers. Their preaching of the return of the Emperor had promised better times to come and a place at his side, the kind of spiritual comfort most sought after by those without power or privilege in life. The Brotherhood's mercy missions and chapels had soon become a common sight in the poorest districts and their good works were legendary.

The Ecclesiarchy had carefully monitored the Brotherhood for any taint of iconoclasm or heresy but had found nothing, if the reports were to be believed, but the most laudable of faith in the Emperor. Eventually permission was sought and granted for the Brotherhood to build a cathedral in Lomas, Ichar IV's largest city. Shortly after the completion of the cathedral the trouble began. The Brotherhood refused to pay its tithes to the Planetary Governor and refused to allow its members to be inducted into the Planetary Defence Force. Brotherhood preachers began whipping the populace into a frenzy with predictions of the imminent return of the Emperor. Vigilante Brotherhood militias started to patrol in many areas, brutalising far more “unbelievers” than non-existent criminals.

REBELLION AND WAR

Matters came to a head when rioting broke out at a Brotherhood mass rally held before the great cathedral. Arbites suppression teams moved in to break up the crowds, but were fired on from the cathedral itself. The Arbites returned fire, killing several Brotherhood militia and enraging the great mass of people. After beating off several charges by the mob the Arbitrators were forced to withdraw by the arrival of another, larger mob from the poor district. Rioting spread throughout the city and the Arbites were unable to suppress it. When PDF troops were called from their barracks to assist the Arbitrators most of them rebelled and came out in favour of the Brotherhood. Vicious fighting broke out all over the city and, when it came to light that the Planetary Governor had been assassinated, the fighting spread to every city on Ichar IV. Within hours tanks daubed with Brotherhood symbols and flying crude revolutionary banners held most of the intersections and utilities in Lomas and the Imperial forces were being pushed back in other cities.

Dawn brought full news of the assassination of the planetary governor and most of his ministers. Some were killed by bombs or snipers, while others were murdered along with their households in horrific massacres which looked like the attacks of wild beasts or mob violence. Shortly afterwards the Brotherhood seized all broadcast stations and announced their new theocratic government. Loyal forces still controlled much of the countryside outside the cities and the Adeptus Arbites still held their precinct fortress against the rebellious populace inside Lomas. Nonetheless, most of the world's cities had been captured in a full scale rebellion against the Emperor of Mankind. Inquisitor Agmar arrived on Ichar twenty seven days after the outbreak of rebellion, on the same day that the Arbites precinct fortress was finally overrun by Brotherhood forces. The Arbitrators were not to be so easily defeated, however. Most of their number escaped along a secret tunnel and captured the city's four main power generators.

To Inquisitor Agmar's eyes the situation on Ichar IV had the appearance of a well-orchestrated plot rather than the upsurge of popular opinion being depicted by the Brotherhood. Agmar requested the assistance of the Ultramarines Chapter of Space Marines to help the Imperial forces regain full control of Ichar IV. While they awaited the arrival of the Ultramarines the Imperial Guard regiments on Ichar bombarded the cities and held off ferocious counter-attacks made by Brotherhood militia battalions.

Repeated attempts to reach the trapped Arbites met with failure in the dense rubble surrounding the generator plant. Amidst piles of crumbled rockcrete and twisted girders Imperial Guard units were consistently driven back by the savage zeal of the Brotherhood troops in deadly close combats. The brave Arbites finally fell six days after Agmar's arrival, though in their last act of loyalty to the Emperor they destroyed the power generators they had held so diligently. The lurid fires lit by their melta bombs burned for days afterwards, casting a black pall of smoke across Lomas like a chilling shroud.

The war had reached a stalemate and ground down into an extended city-fight. Casualties spiraled upwards daily in dozens of skirmishes and ambushes fought through ruined apartment blocks, burned-out factories and mangled refineries. Predatory snipers lurked, ready to kill the unwary. Every doorway could conceal a booby trap or a hidden enemy. Entire Imperial Guard patrols disappeared without trace in the maelstrom of combat.

At the other cities the story was the same. The Brotherhood had the Planetary Defence armouries and the teeming populace to draw on for their soldiery, and they controlled the bulk of the planet's laser and missile silos. Siege and starvation would be necessary to drive them out.

Inquisitor Agmar led several small battle forces into Lomas to uncover more information about the Brotherhood. Piece by piece the picture of what had happened on Ichar IV became clear. He learned from prisoners about the ruling hierophants, heard their fanatical claims to be part of the magnificent "New Order" which would sweep through the galaxy. In a surprise raid he slew a Neophyte of the Brotherhood and saw what manner of creatures were leading this New Order. The divinations of the Imperial Tarot and Adeptus Telepathica psykers confirmed Inquisitor Agmar's worst fears. In utmost secrecy Inquisitor Agmar sent a report to the conclave of the Inquisition and awaited the arrival of the Space Marines.

ULTRAMARINES INVASION

Thirty-nine days after the outbreak of rebellion the Ultramarines battle barge Octavius entered Ichar IV's orbit and prepared to deploy its drop pods. The planetary defences were still largely ineffective because of the damage inflicted on the Lomas generatorium by the Arbites, and drop casualties were light. Companies of Space Marines seized the main defence armouries and the governor's palace where the Brotherhood militia headquarters had been established. At first the Brotherhood was taken by complete surprise and the primary objectives were quickly secured. The Brotherhood militia launched a series of desperate counter attacks to dislodge the Space Marines but their forces were critically disorganised by the destruction of their HQ and they were beaten off with heavy losses.

Outside the city the Imperial Guard launched a major assault to link up with the Ultramarines. Fire and smoke leapt into the sky as artillery shells burst upon the city. Laser fire slashed back and forth as crouched figures scrambled from cover to cover. Heavy bolters flared through the murk, their shells kicking up erupting lines of dirt and rubble. The Imperial Guard doggedly advanced using their Lemman Russ tanks as moving strongpoints and the Brotherhood's lines bent back before them. At the height of the attack Inquisitor Agmar's specially-placed spy satellite picked up militia forces leaving the Brotherhood cathedral and moving up to contain the Imperial assault. The Inquisitor knew the time had now come when one bold stroke would end the rebellion. He sent a prearranged signal to the Octavius orbiting high above.

In the echoing nave of the cathedral a crackling blue haze appeared, brightened and then in a flash of azure light solidified into a number of hulking figures. The Brotherhood guards at the doors wheeled round in time to be ripped apart by a thunderous hail of explosive shells. More than twenty Space Marines in terminator armour stood towering over their torn corpses in the sudden silence that followed. More guards, neophytes and acolytes suddenly poured into the cathedral through side doors as the Ultramarines terminators spread out from their teleport point. A storm of lasbeams and autoshells rattled off the terminators' thick armour plates to no avail: storm bolters were raised in gauntleted fists and the walls were painted with Brotherhood blood.

A handful of survivors hurled themselves into close combat with the giant warriors. Voluminous robes fell back to reveal bone-ridged heads and glaring eyes when the neophytes lashed out with their inhuman claws. Some of the terminators were overwhelmed and dragged down by the supernatural ferocity of the mob but the roaring jet of a heavy flamer cut across the survivors before they could exploit their victory. Smoke and the stink of burned flesh billowed up to the high-arched roof from the funeral pyre.

The terminators spread out with machine-like precision, some froze into overwatch positions while the others searched the cathedral for the hidden passages they knew it must contain. Their Librarian pointed to the altar and more explosive shells blasted it apart, revealing steps down into darkness.

Flipping on their suit lights the terminators filed down the steps to find the black heart of the Brotherhood. A dismal crypt lay below, with many twisting passages spreading out from it in all directions but the Librarian could sense the way through the labyrinth. The terminators' scanners came to life as they left the crypt, showing multiple foes closing quickly on their location, creatures that moved too quickly to be human. The terminators moved to the positions they would cover from overwatch and waited, ready to deal death at the slightest movement.

First came the distant clicking of claws on stone, then the thunder of the creatures' armoured bodies striking the walls and each other as they rushed forth to bring swift death to the intruders. The first of them sprang into the glare of the lights, its four deadly arms held high over its crouched body and bestial head. Genestealers! No doubt was left now, the Inquisitor was right: a viper's nest of aliens lay at the heart of the rebellion. Fangs and claws glittered as the genestealers ran forward with insect-quickness to slay their hated foes. Storm bolters roared, sounding impossibly loud in the confined tunnels, explosive tipped bolts caromed from chitinous bodies or pierced them and blasted alien flesh to bloody pulp. The cleansing fires of flammers incinerated whole tunnels at a time but the creatures charged forward without fear or hesitation.

Each strobing flash of the storm bolters showed the foe getting closer. They swept over the bodies piled in front of the Ultramarines and tore into the terminators. Three of the armoured giants were ripped apart in as many seconds before the rest fell back to the crypt. The genestealers leapt after them without pause, easily catching the rearguards as they backed away still blasting. Who can say how many more of the aliens were blown apart or crushed by the terminators' power fists before they were overrun? Not enough to stop the onrushing brood but enough to slow them while their brethren prepared to fight again. In the crypt flammers held side passages against flanking genestealers and forced them to pour forth from one end of the room. The combined fire of a half-dozen storm bolters burst through the horde and, as the survivors leapt into cover behind great stone sarcophagi, the Librarian summoned a purifying column of warp fire. Unnatural flames filled the end of the crypt, hissing fires that ate through alien flesh as though it were fat and gristle instead of iron hard chitin and steely cartilage. Most of the brood burned in an instant, the rest fell to the explosive bolts which raged through their ranks like a miniature artillery barrage.

The terminators moved on, cautiously now because they were few. No more of the nightmarish genestealers barred their way or leapt from ambush as the Ultramarines pushed ever deeper into the heart of darkness. Deep beneath the city they found what they were seeking in a high-groined chamber with carved walls like the ribs of some great beast. There the genestealer patriarch crouched on a great dais, huge and bloated with the power of its sprawling brood. It squatted with arms outstretched, head turned upward as if listening for some distant call as the Ultramarines marched into the hall. They raised their weapons to destroy the abomination and it lowered its eyes to gaze on them with a threatening hiss.

Without warning a horde of monstrosities poured into the chamber from between the calcified rib-walls. Three-armed hybrids, tainted humans and purestrain genestealers leapt forward to protect their all-father. A wall of explosive bolts marched along the mob and the chamber dissolved into a scene of chaos and bloodshed as the howling fanatics hurled themselves on

the terminators. The Ultramarines Librarian cut his way forward through the creatures, the glowing white blade of his force axe leaving a trail of shorn limbs and lopped heads behind him. Each step became harder, as if he were wading through deeper and deeper water. He could feel the palpable psychic waves of alien thoughts beating against his mind as the patriarch exerted its ancient, implacable will upon him. Deep pits opened in his subconscious, ready to swallow his psyche whole.



A shocking surge from the Librarian's psychic hood broke the spell. Focusing his own indomitable will, the Librarian forced his body out of the physical world for a moment, and in an instant he was gone. A bright flash marked his departure, another flared at his point of arrival as he teleported onto the dais with the patriarch. The creature spun round and lashed out its claws with incredible speed. Blood and sparks flew from the Librarian's armour as the claws ripped into it. The patriarch easily ducked away from his clumsy backswing. The beast pounced again and rained a flurry of blows on the armoured figure which were almost too swift to follow.

In desperation the Librarian called to his battle brothers and the dais was swept by storm bolters. Indiscriminate fire ricocheted off the Librarian's armour but some shots struck and wounded the patriarch. In its moment of distraction the Librarian swung his force axe in an irresistible arc which carved through the patriarch's armoured hide with a flash of power. The force axe rose and fell, hacking the patriarch into a bloody pulp and spraying purple ichor across the chamber. With the death of its patriarch the brood was thrown into confusion. In the chamber the handful of remaining terminators slaughtered the mass of creatures assailing them. Nothing escaped the blasts of their storm bolters and the cleansing fires of their flammers as the terminators exacted some small measure of revenge for the death of their forebears over two centuries before. In the city above the Brotherhood units resisting the Imperial Guard offensive collapsed. Small knots of fanatical acolytes and neophytes held out in towers and bunkers but triumphant Imperial Guard tanks swept through the rubble-strewn streets crushing all opposition.

Ichar IV was back under the iron heel of the Imperium within three weeks. All signs of the genestealer infestation were thoroughly rooted out by the energetic Inquisitor Agmar with the assistance of the Ultramarines. Yet at the end of the campaign several mysteries remained unanswered. The first was what had become of the Magus, the human-seeming leader of the Brotherhood who had disappeared at the start of the rebellion. His body was never found and no prisoners were able to shed light on his whereabouts, even under Agmar's most persuasive questioning.

The second mystery was the reports of Astropaths and the Ultramarines Librarian who had slain the patriarch. They told of sensing a faint psychic disturbance like a long, keening call or a signal radiating from the planet, a signal which had been cut off when the patriarch was killed. The oldest and most powerful of the Astropaths had told the Inquisitor that he too had sensed the patriarch's call and that he had felt a distant shift in the warp. It was a sense of something vast and seething, a shadow of a monstrosity powerful entity which had turned its attention to Ichar IV. When Agmar submitted his report to the conclave of the Inquisition he was warned of a growing number of reports from survivors fleeing from the outer fringes. The information was garbled and contradictory but one fact stood out, the Tyranids had returned with a new hive fleet, Hive Fleet Kraken.

ADEPTUS ARBITES DELEGATIONS



Arbitor General w/ Power Maul
and Suppression Shield



Arbites Judge w/ Thunder Maul
and the Book of the Law



Proctor w/ Boltgun



Proctor w/ Combat Shotgun



Proctor w/ Boltgun



Arbites Patrol Team



Arbites Combat Team



Meltagun



Flamer



Plasma Gun



Heavy Stubber



Arbites Repressor



Proctor w/ Power Maul
and Suppression Shield



Suppressors w/ Shock Mauls
and Suppression Shields



Suppression Team



Bike Proctor w/ Power Maul



Arbites Bikers



Penal Legion Squad



Arbites Halligan



Arbites Sentinel

FORCES OF THE ADEPTUS ARBITES

The following section details background and rules information that describe the forces used by the Adeptus Arbites – their warriors, their vehicles and the characters that lead them to battle. This section will enable you to forge your collection of Arbites miniatures into an army ready to fight battles in your games of Warhammer 40,000.

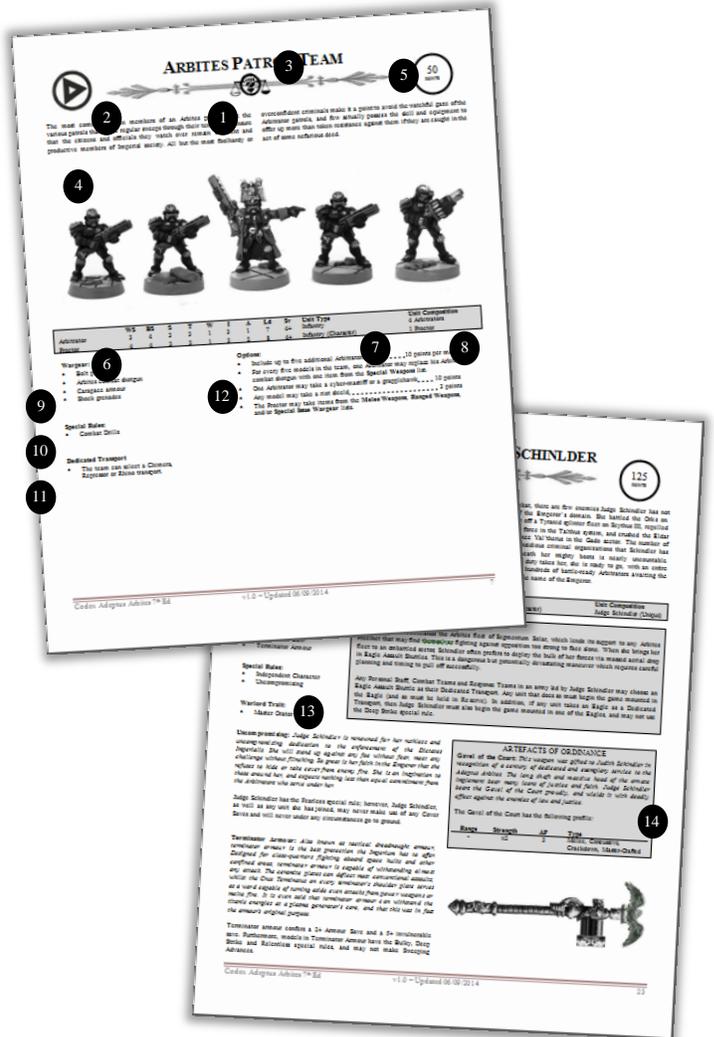
DATASHEETS

Each Arbites unit in this book has a datasheet. These detail either Army List Entries or Formations, providing all the rules information that you will need to use your models in your games of Warhammer 40,000.

ARMY LIST ENTRIES

Each Army List Entry contains the following information:

- 1) Faction:** The unit's Faction is shown here by a symbol. All units that have this symbol, which is all the units described in this book, have the Arbites Faction (which are considered to be one of the Armies of the Imperium for the purposes of the Allies Matrix).
- 2) Battlefield Role:** The unit's Battlefield Role is shown here by a symbol. Units in this book have one of the following Battlefield Roles: HQ, Troops, Elites, Fast Attack, Heavy Support and Lords of War. The symbols for these battlefield roles are defined in Warhammer 40,000: The Rules.
- 3) Unit Name:** Here you will find the name of the unit.
- 4) Unit Description:** This section provides a background description of the unit, detailing their particular strengths and weaknesses along with the tactics and methods they employ to keep the peace in the grim darkness of the 41st Millennium.
- 5) Points Cost:** This is the points cost of the unit without any upgrades, used if you are choosing an army to a points value.
- 6) Unit Profile:** This section will show the profiles of any models the unit can include.
- 7) Unit Type:** This refers to the unit type rules in Warhammer 40,000: The Rules. For example, a unit may be classed as Infantry, Cavalry or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.
- 8) Unit Composition:** This section will show the number and type of models that make up the basic unit, before any upgrades have been taken.
- 9) Wargear:** This section details the weapons and equipment the models in the unit are armed with, many of which are described in more detail in the Appendix section of this book. The cost for all the unit's basic equipment is included in its points cost.
- 10) Special Rules:** Any special rules that apply to models in the unit are listed here. Special rules that are unique to models in that unit are described in full here, whilst others are detailed either in the Appendix section of this book or in the Special Rules section of Warhammer 40,000: The Rules.
- 11) Dedicated Transport:** This section refers to any Transports the unit may take. These have their own datasheets. Dedicated Transports do not use up any slots on a Force Organisation Chart, but otherwise function as separate units. The Detachments section of Warhammer 40,000: The Rules explains how Dedicated Transports work.



- 12) Options:** This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each.
- 13) Warlord Traits:** Sometimes a character's datasheet will have a specific Warlord Trait, in which case it will be listed here.
- 14) Artefacts of Ordinance:** Some entries have unique items of wargear, the descriptions and rules for which will be listed here.

FORMATIONS

Formation datasheets are identified by this symbol. The rules for Formations can be found in Warhammer 40,000: The Rules. A Formation datasheet will list the Army List Entries which make up the Formation, any restrictions upon what it may include, and any special rules the Formation's units gain.

ADEPTUS ARBITES WARGEAR LIST



These lists detail the points values of the various items of wargear available to units in your army. Many unit entries in the army list that follows may include wargear options from one or more of these lists – in each instance, the army list entry will tell you exactly which of these lists you may use.

Melee Weapons

A model can replace any melee and/or ranged weapon with one of the following:

Shock Maul	free
Power Maul	10
Thunder Maul	15

Ranged Weapons

A model can replace any melee and/or ranged weapon with one of the following:

Arbites Combat Shotgun	free
Boltgun	free
Grav-Pistol ¹	15
Combi-Flamer ²	10
Combi-Melta ²	10
Combi-Plasma ²	10
Combi-Webber ²	10
Hot-Shot Laspistol ²	5
Large-Bore Stubber ²	5
Plasma Pistol	15

¹ Arbites Judge only.

² May not be taken by Proctors.

Special Weapons

A model can replace any melee and/or ranged weapon with one of the following:

Arbites Grenade Launcher	10
Flamer ¹	5
Grav-Gun ²	15
Heavy Stubber	5
Mancatcher	5
Meltagun ¹	10
Plasma Gun ¹	15
Storm Bolter ¹	5
Webber	5

¹ Arbites Judge, Combat Team or Response Team only.

² Response Team only, max 1 per Team.

Heavy Weapons

Autocannon	10
Heavy Bolter	5
Lascannon ¹	25
Missile Launcher	20
- add Flakk Missiles	10
Plasma Cannon ¹	25
Sniper Rifle	5

¹ Only one Fire Support Team per Detachment or Formation may be given either a Lascannon or a Plasma Cannon.

Special Issue Wargear

Badge of Office ¹	10
Breaching Charges	2
Book of the Law ²	20
Choke Grenades	1
Riot Shield	5
Shroud Grenades	5
Suppression Shield	15

¹ Arbitor General or Arbites Detective only.

² Arbites Judge only.

Artefacts of Ordinance

Only one of each artifact may be taken per army.

Book of Precepts ¹	20
Bulwark of Adamant	30
Final Verdict ^{1,2}	25
Stormwing ¹	20
Thunderstrike ²	10

¹ Arbites Judge only.

² Replaces one of the character's melee or ranged weapons.

Adeptus Arbites Vehicle Equipment

A model can take up to one of each of the following:

Dozer Blade or Riot Plow ¹	5
Extra Armour	15
Hunter-Killer Missile	10
Searchlight	1
Smoke Launchers	5
Heavy Stubber or Storm Bolter ¹	10
Web Launchers ¹	5

¹ May not be taken by Sentinels or Apprehenders.



ORGANISING YOUR ARBITES ARMY



CHOOSING AN ARMY

When choosing an army to play a game of Warhammer 40,000, there are two main ways of organizing your collection. These are the Unbound method, which means taking whichever units you like, and the Battle-forged method, which is more rigid but has extra benefits. Both are described fully in *Warhammer 40,000: The Rules*.

If you are using the Unbound method, simply use the datasheets later in this section that correspond to the models in your collection. If you are using the Battle-forged method, you will instead need to organise the models in your collection into Detachments. This is a fun process in its own right. The most common of these are the Combined Arms and Allied Detachments. Note that you can also include any of the Formations presented in this section as part of a Battle-forged army.

The Precinct Task Force is a special type of Detachment that can be included in any Battle-forged army. Unlike the Detachments shown in *Warhammer 40,000: The Rules*, it has a Forge Organisation Chart whose slots are a combination of specific Formations and Army List Entries instead of Battlefield Roles. However, it still has compulsory and optional elements, as well as Restrictions and Command Benefits, just like any other Detachment.

Although units cannot normally belong to more than one Detachment, units from a Formation that is part of a Precinct Task Force are an exception. They count as part of both their Formation and the Detachment, and have all associated Command Benefits and special rules. If your Warlord is part of a Formation or an Army List Entry that makes up part of a Precinct Task Force, that entire Precinct Task Force is your Primary Detachment.



PRECINCT TASK FORCE



The Precinct Task Force allows you to represent the typical structure of an Adeptus Arbites army on the Warhammer 40,000 battlefield. Whether you wish to represent a patrol group faced with sudden insurrection, a hand-picked combat force ready to dispense some justice, or a Precinct mobilised as the first or last line of defense against overwhelming odds, the choices below offer a great way to pick your army.

RESTRICTIONS:

This Detachment must include at least one Core choice and one Auxiliary choice. It may include up to one more Core choice, up to three Command choices, and any number of additional Auxiliary choices, in any combination. Only the datasheets listed here can be included in this Detachment. All units in the Detachment must have the Arbites Faction.

COMMAND BENEFITS:

Combat Support: If a Precinct Task Force includes two Combat Delegations, then together they form a Precinct Combat Force. Any unit from the Precinct Combat Force that has the option to take items from the Special Weapons list may take up to two of their allowed Special Weapon choices at no points cost.

Patrol Support: If a Precinct Task Force includes two Patrol Delegations, then together they form a Precinct Patrol Force. Any unit from the Precinct Patrol Force that has the option to take a cyber-Mastiff or grapplehawk may take up to one of each of these allowed choices at no cost. (This does not include Arbites Cyber-Mastiff Packs.) Any unit from the Precinct Patrol Force that has the option to take items from the Special Weapons list may take one of their allowed Special Weapon choices at no points cost.

Response Support: If a Precinct Task Force includes one Patrol Delegation and one Combat Delegation, then together they form a Precinct Response Force. Any unit from the Precinct Response Force that has the option to take a cyber-Mastiff or grapplehawk may take up to one of these allowed choices at no cost. (This does not include Arbites Cyber-Mastiff Packs.) Any unit from the Precinct Response Force that has the option to take items from the Special Weapons list may take one of their allowed Special Weapon choices at no points cost.

Precision Drill: Once per game at the start of your Shooting phase, this Detachment may declare a Precision Drill which lasts for the duration of the Shooting phase. During a Precision Drill, all units from this Detachment automatically pass their Leadership tests to use Combat Drills.



Core
1-2



Auxiliary
1+



Command
0-3



PATROL DELEGATION

- 1 Arbitor General¹
- 3 Arbites Patrol Teams
- 1-2 Arbites Suppression Teams
- 0-1 Arbites Cyber-Mastiff Hunting Pack
- 0-1 Arbites Castigator

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COMBAT DELEGATION

- 1 Arbitor General¹
- 3 Arbites Combat Teams
- 1-2 Arbites Response Teams
- 0-3 Arbites Fire Support Teams
- 0-1 Arbites Castigator or Arbites Halligan

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PRECINCT COMMAND

- 1 of the following:
 - Arbites Judge Joseff Spartacus
 - Lord Marshall Luthir Veremonn Goreman
 - Arbitor Senioris Shira Calpurnia Lucina
 - Arbites Judge Judith Schindler
 - Arbites Judge
 - Arbitor General
- 0-1 Arbites Personal Staff
- 0-1 Arbites Detective



INTELLIGENCE CELL

- 0-3 Arbites Detectives

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¹ Marshall Goreman or Shira Calpurnia may be taken in place of the Arbitor General.



RIOT RESPONSE DELEGATION

- 2-4 Arbites Suppression Teams
- 0-1 Arbites Response Team
- 0-1 Arbites Cyber-Mastiff Hunting Pack

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PRECINCT ARMOURY REQUISITION

- 1-5 Arbites Fire Support Teams
- 0-1 Arbites Response Team
- 0-1 Arbites Eagle Assault Shuttle
- 0-2 Arbites Castigators
- 0-2 Arbites Halligans

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RAPID PURSUIT DELEGATION

- 2-4 Arbites Pursuit Teams
- 0-1 Arbites Sentinel Pursuit Teams
- 0-1 Arbites Cyber-Mastiff Hunting Pack
- 0-1 Arbites Castigator or Halligan

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PENAL BATTALION

- 1 Arbitor General
- 3+ Penal Legion Squads

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PRECINCT FORTIFICATIONS

- 1 Pre-Fab Barricade Line
- 0-1 Arbites Sector House

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LEGENDS OF THE ARBITES

- 1 of the following:
 - Arbitor Alec Murphaeus
 - Arbites Detective Wayne Gotham "The Black Chevalier"





ARBITES JUDGE

60
POINTS

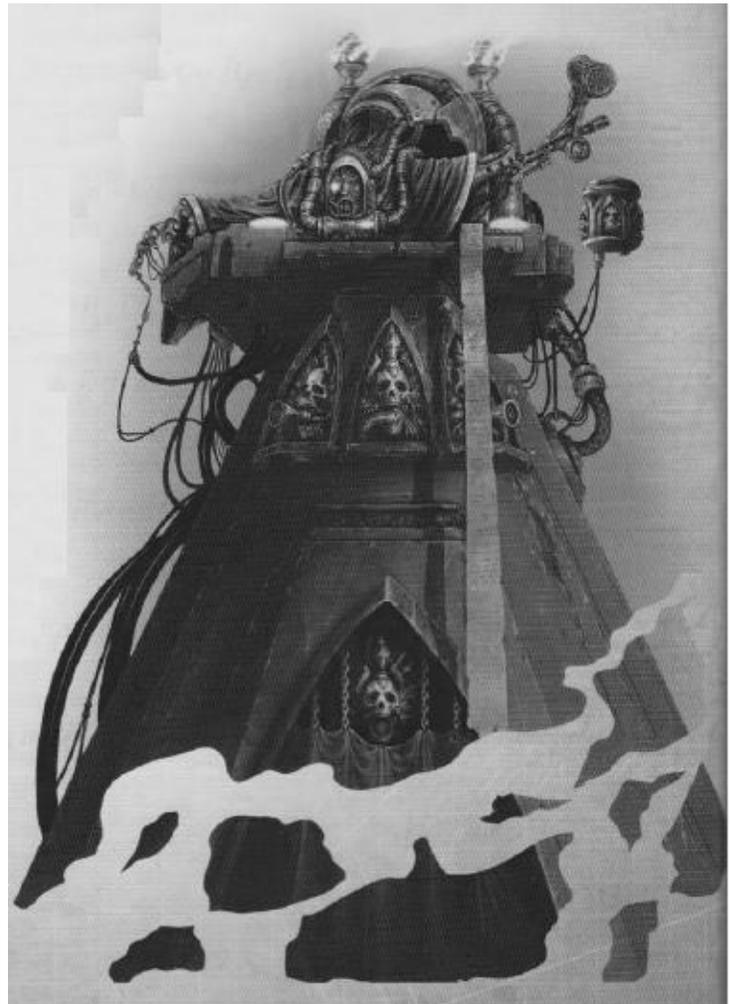


In the ranks of the Adeptus Arbites, a few remarkable individuals may, after a long and illustrious career, be elevated to the rank of Judge. Judges are iron-willed lords of justice, who have far-reaching powers, mandate, and influence not far below that of an Inquisitor. They investigate and sit in judgement over those who commit the most heinous crimes, and will go to any lengths to capture or destroy a perpetrator.

Many Judges maintain a small personal army of trusted Arbitrators and support staff, perhaps based on a cruiser. The most powerful and influential Judges may even command a small fleet and thousands of men. Should the need arise, perhaps when an entire planet has fallen to civil unrest, they even have the influence to request, and receive, the full might of the Imperial Guard to restore the Pax Imperialis (though in such cases, the population of the planet is often substantially reduced).

Judges have varying skill sets, as any Arbitrator who has served with distinction for many decades and performed above and beyond the call of duty on numerous occasions could theoretically be elevated to the rank. Judges have been drawn from the ranks of nearly every specialisation known to the Arbites, including investigators and detectives, garrison preachers, medicae staff and tech adepts. They may even choose to maintain these skills and retain their old equipment.

At some point in their career every Arbites Judge attempts a pilgrimage to the Hall of Judgement, there to study the full intricacies of the law. Many spend long years there, for the most heinous, subtle, or far-reaching crimes often require a lengthy process of research to pass judgement. While the Dictates Imperialis are extensive, the huge volume of prior cases and sometimes contradictory rulings can make it difficult to determine the correct decision. In especially complex cases, it may take centuries to reach an outcome—a Judge may spend his entire life deliberating and scrutinising the issues, only to pass his work on unfinished for others to continue. Millennia later, though the accused are long dead, a ruling is finally made and justice must be meted out upon the distant descendants and those obscurely associated with the original transgressor.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Judge	4	4	3	3	3	4	3	10	4+	Infantry (Character)	1 Judge

Wargear:

- Bolt pistol
- Shock maul
- Carapace armour
- Badge of office
- Shock grenades



Special Rules:

- Fearless
- Independent Character
- Maul Proficiency

Options:

- May take items from the **Melee Weapons, Ranged Weapons, Special Weapons, Special Issue Wargear** and/or **Artefacts of Ordinance** lists.
- May take a grapplehawk 10 points
- May replace his carapace armour with power armour 5 points
- May take a cyber-mastiff 10 points
- May take one of the following:
 - Auspex 5 points
 - Forensus 10 points
 - Medi-pack 30 points
 - Signum 5 points
- May take one of the following, changing his unit type:
 - Bike with twin-linked bolters (Bike) 20 points
 - Cavalry mount (Cavalry) 10 points
- If mounted on a bike or cavalry mount, may replace his shock maul with:
 - Shock lance free
 - Power lance 10 points



ARBITOR GENERAL

30
POINTS



Each Arbites High Precinct is led by an Arbitor Majore; also known as a Lord or Lady Marshall, who is charged with keeping order and maintaining the observance of the Dictates Imperialis within their jurisdiction. The Arbitor Majore holds court within the High Precinct Fortress and is responsible for making decisions affecting any important or grave matters.

The Arbitor Majore only attains this high position after decades of dedicated service in the Adeptus Arbites starting, as all Arbitrators do, as a member of a patrol team, and working their way through the ranks until they have proved themselves worthy of such a vital and weighty appointment. Only an Arbitrator of the most uncompromising and dedicated bent can aspire to rise so high. This helps to ensure that the Arbitor Majore will be an officer of impeccable character and unswerving loyalty to the Imperium.

The Arbitor Majore of an Arbites High Precinct is aided in the enforcement of their mandates by a number of Arbitrators Senioris, each of whom is in command of an Arbites Precinct or Precinct Superior. A typical Arbitor Senioris will reside in an Arbites precinct fortress and supervise the activities of the numerous task teams, detectives, judges and specialists under their command. It is the task of the Arbitor Senioris to coordinate the efforts of the Arbitrators within his precinct to ensure that order is maintained and any wrong-doers are apprehended and suitably dealt with.

An Arbitor Senioris will have likely served many years as a proctor of a veteran Arbites team, such as a combat or response. In that time, he will have learned a great deal about the ins and outs of law enforcement and the vagaries of his particular sector and precinct. This experience serves him well as he coordinates the daily activities of his subordinates as they go about their duties.

Arbitrators Senioris and Arbitrators Majore are known collectively under the title of Arbitor General, a rank which demands respect and obedience among nearly all levels of the Imperium, but military and civilian.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Arbitor General	4	4	3	3	2	4	2	9	4+	Infantry (Character)	1 Arbitor General

Wargear:

- Bolt pistol
- Shock maul
- Carapace armour
- Shock grenades

Special Rules:

- Independent Character
- Stubborn

Options:

- May take items from the **Melee Weapons, Ranged Weapons, Special Issue Wargear** and/or **Artefacts of Ordinance** lists.
- May take the Maul Proficiency special rule.....5 points
- May take one of the following, changing his unit type:
 - Bike with twin-linked bolters (Bike).....20 points
 - Cavalry mount (Cavalry).....10 points
- If mounted on a bike or cavalry mount, may replace his shock maul with:
 - Shock lance.....free
 - Power lance.....10 points

“To serve the Emperor. To protect his domains. To judge and stand guard over his subjects. To carry the Emperor's law to all worlds under his blessed protection. To pursue and punish those who trespassed against his word.”

Oath sworn by cadets of the Adeptus Arbites



ARBITES PERSONAL STAFF

65
POINTS



When high-ranking Arbites officials leave the safety of the precinct fortress, they will typically be accompanied by a cadre of assistants, advisors and guards who make up his personal staff. An Arbitor General or Judge will carefully hand-pick men and women in whom they can trust and on whose abilities they can rely to ensure they are always able to handle any task that may be required of them.

This usually includes Arbitrator bodyguards and aediles, chasteners adept at apprehending and interrogating targets, garrison preachers and medicae personnel to look after the spiritual and physical well-being of the Arbitor General and his staff, investigators to aid him in bringing criminals to justice and possibly even a trained psionic to add mental might to the Arbitor General's already considerable resources.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Bailiff	4	4	3	3	1	3	2	8	4+	Infantry	4 Bailiffs
Aedile	4	4	3	3	2	3	2	8	4+	Infantry (Character)	1 Aedile
Chastener	4	4	3	3	1	3	2	8	4+	Infantry	
Garrison Preacher	4	4	3	3	1	3	2	8	4+	Infantry	
Investigator	4	4	3	3	1	3	2	8	4+	Infantry	
Medicae	4	4	3	3	1	3	2	8	4+	Infantry	
Psionic	4	4	3	3	1	3	2	8	4+	Infantry	

Wargear:

- Bolt pistol
- Carapace armour
- Choke grenades
- Shock grenades
- **Chastener:** Grapplehawk or mancatcher
- **Garrison Preacher:** Rosarius
- **Investigator:** Auspex or forensus
- **Medicae:** Medi-pack
- **Psionic:** Force weapon



Special Rules:

- Combat Drills

Special Rules (Barrister):

- Voice of the Law

Special Rules (Garrison Preacher):

- Zealot

Special Rules (Psionic):

- Psyker (Mastery 1)

Dedicated Transport

- The team can select a Chimera, Repressor or Rhino transport.

Options:

- Include up to five additional Bailiffs.....13 points per model
- Up to six Bailiffs may be upgraded as follows:
 - 0-2 Chasteners.....5 points
 - 0-1 Barrister.....10 points
 - 0-1 Garrison Preacher.....25 points
 - 0-1 Investigator.....15 points
 - 0-1 Medicae.....30 points
 - 0-1 Psionic.....30 points
- Up to two Bailiffs may be given a cyber-mastiff.....10 points
- Any Bailiff may replace his bolt pistol with:
 - Boltgun or Arbites combat shotgun.....free
- Any Bailiff may take one of the following:
 - Shock maul.....2 points
 - Power maul.....5 points
- Any model may take a riot shield.....3 points
- The Aedile may take items from the **Melee Weapons, Ranged Weapons,** and/or **Special Issue Wargear** lists.

Voice of the Law: *Arbites Barristers are charged with loudly proclaiming the judgments and verdicts of their masters, as well as proclaiming the might of Imperial Law and vocally reinforcing the ordered combat drills of their fellow Arbites.*

All friendly units within 6" of a Barrister may re-roll failed Leadership tests they take for the Combat Drills special rule.

Psychic Powers:

- A Psionic selects their powers from the following disciplines: Biomancy, Daemonology, Telepathy, Virtus Lex or Telekinesis.



ARBITES PATROL TEAM

50
POINTS



The most commonly seen members of an Arbites precinct are the various patrols that make regular sweeps through their territory to ensure that the citizens and officials they watch over remain obedient and productive members of Imperial society. All but the most foolhardy or

overconfident criminals make it a point to avoid the watchful gaze of the Arbitrator patrols, and few actually possess the skill and equipment to offer up more than token resistance against them if they are caught in the act of some nefarious deed.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Arbitrator	3	4	3	3	1	3	1	7	4+	Infantry	4 Arbitrators
Proctor	4	4	3	3	1	3	2	8	4+	Infantry (Character)	1 Proctor

Wargear:

- Bolt pistol
- Arbites combat shotgun
- Carapace armour
- Shock grenades

Options:

- Include up to five additional Arbitrators.....10 points per model
- For every five models in the team, one Arbitrator may replace his Arbites combat shotgun with one item from the **Special Weapons** list.
- One Arbitrator may take a cyber-mastiff or a grapplehawk.....10 points
- Any Arbitrator may take a riot shield.....3 points
- The Proctor may take items from the **Melee Weapons, Ranged Weapons,** and/or **Special Issue Wargear** lists.

Special Rules:

- Combat Drills

Dedicated Transport

- The team can select a Chimera, Repressor or Rhino transport.

"To detect and to purge!"

Unofficial motto of the Adeptus Arbites

ARBITES TASK TEAMS

Adeptus Arbites units are organised into specialised formations known as task teams. Each type of task team has a defined role, and their training and equipment focuses on fulfilling and excelling in that role. Together, the task teams can deal with any aspect of lawlessness from full scale rioting to poor time keeping.

The roles of the different task teams are too varied and complex to discuss in detail, but a general description helps to form an impression of the range of the Adeptus Arbites' power. Such versatility is important, as the Arbites are required to be self-sufficient *yet capable of dealing with any form of unrest, rebellion or invasion.*



ARBITES COMBAT TEAM

55
POINTS



Combat teams are deployed when facing armed insurrection. They have access to a variety of special weapons and other gear not normally issued to patrol teams. The patrol teams rely upon the backup provided by the combat teams when they face enemies who resist with lethal intent. When fighting commences, a combat team will typically be

designated as either a storm team who are expected to be at the forefront of a battle bearing the brunt of the enemy's fire, or as a mop-up team who follow behind the other task teams dealing with any threats that may have remained hidden or rallied as the teams advance.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Arbitrator	3	4	3	3	1	3	1	7	4+	Infantry	4 Arbitrators
Proctor	4	4	3	3	1	3	2	8	4+	Infantry (Character)	1 Proctor

Wargear:

- Bolt pistol
- Boltgun
- Carapace armour
- Choke grenades
- Shock Grenades

Options:

- Include up to five additional Arbitrators.....11 points per model
- For every five models in the team, one Arbitrator may replace his boltgun with one item from the **Special Weapons** list.
- The Proctor may take items from the **Melee Weapons, Ranged Weapons, and/or Special Issue Wargear** lists.
- The Proctor may take a signum.....5 points

Special Rules:

- Combat Drills

Dedicated Transport

- The team can select a Chimera, Repressor or Rhino transport.

"We determine the guilty. We decide the punishment."

Codex Arbites - the Commandments of Justice



PENAL LEGION SQUAD

60
POINTS



Penal legions are made up of the scum of the galaxy. Their ranks are drawn from Imperial citizens who have committed capital crimes, and had their sentences commuted to life service. In a society beset on all sides by hostile aliens and horrible warp-spawned creatures, and within by traitorous cults and rebellious insurgents, punishment and justice in the Imperium is necessarily harsh and final. Those who transgress against Imperial law, especially those men and women who turn upon and kill each other by accident or design, must not go unpunished. Such men - killers, rogues, thieves, and more - are often given a chance to redeem their souls in service to the Emperor in an Arbites penal legion - sent to live out their pathetic days in an Arbites penitentiary until they are called upon to fight in service to their Emperor.

When an Arbites penal legion is deployed, the wretched souls who are sent into battle fight with all the fury of those who have nothing left to lose, often against impossible odds. They live under the tremendous burden of guilt, for not only have they committed crimes, but in doing so, they have also betrayed the Emperor. For those legionnaires who are genuinely repentant, the opportunity to alleviate this burden is fully embraced and many die on the battlefield in a desperate attempt to atone for their crime. In rare circumstances, legionnaires who complete their missions and survive might be granted the Emperor's pardon. These legionnaires are absolved of their sins and can then rejoin Imperial society, and although such a thing occurs only a handful of times a millennia, it is a glimmer of hope these damned souls cling to.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Penal Legionnaire	3	3	3	3	1	3	1	7	5+	Infantry	9 Penal Legionnaires
Penal Custodian	3	3	3	3	1	3	2	8	5+	Infantry (Character)	1 Penal Custodian
Beastman	4	2	4	3	1	4	1	7	5+	Infantry	

Wargear (Penal Legionnaires & Beastmen):

- Lasgun
- Flak Armour
- Det-Collars

Wargear (Penal Custodian):

- Laspistol
- Close Combat Weapon
- Flak Armour

Options:

- All Penal Legionnaires may be upgraded to Beastmen..... 15 points
- All Penal Legionnaires or Beastmen may take frenzon..... 10 points
- All Beastmen may replace their lasguns with laspistols and close combat weapons..... 1 point per model

Special Rules:

- Scouts

Det-Collars: Penal Legionnaires are fitted with explosive det-collars which are used as disciplinary devices to maintain discipline. The blast is directed inward, killing only the wearer and instilling the rest of the unit with a renewed sense of purpose.

As long as the Penal Custodian is alive, whenever a Penal Legion squad is required to take a Morale or Pinning Test, you may elect to remove a single Penal Legionnaire or Beastman as a casualty and pass the test automatically, regardless of modifiers.

Frenzon: Frenzon is a generic name for a variety of dangerous combat drugs which are often dispensed to Penal Legion squads to increase their ferocity. The harmful side effects are considered a small price to pay, and easily justified amongst these dregs.

A model using frenzon has the Furious Charge and Rage special rules. Immediately after the Initiative 1 step of any close combat they are involved in, but before determining the results of the Assault, roll a D6 for each model equipped with frenzon. For each roll of 1, the unit takes a single Wound with no saves of any kind allowed. Casualties from frenzon are randomly determined from among all models equipped with frenzon, and count toward the assault results.

“Get out there and fight you filth! Blast this heretic scum into oblivion! Cut out their hearts with your blades! Tear them apart with your bare hands if you must! If any of you worthless, low-life dogs fall, then may the Emperor have mercy upon you – you can be certain that no one else will!”

Custodian Norton of the 327th Penal Legion





ARBITES DETECTIVE

30
POINTS



Most of the officers in an Arbites precinct are fairly obvious and open about their activities, presenting an illusion of omnipresence that serves to deter many would-be lawbreakers. At times, however, subtlety is required to ensure that lawlessness is rooted out to its very core. It is prudent to be certain that major corruption and lawlessness is dealt with at its source, rather than merely eliminating the thugs who operate at the surface of a deeper and more sinister organization.

Arbites detectives are extremely independent and motivated individuals who make it their business to infiltrate the underbelly of Imperial society and root out crime, corruption and heresy wherever it may fester. A detective may spend weeks, months or even years insinuating himself into a position from which he can observe the activities of the criminal element and root out the ringleaders. This often requires them to ignore or even perpetrate smaller offenses in order to foster trust and camaraderie amongst those he is attempting to infiltrate. Ultimately, the greater purpose of undermining and eliminating a secret criminal ring or heretical cult is worth the small sacrifices made by the detectives, though their activities often weigh heavily on their conscience.

Due to the dangerous undercover nature of their occupation, Arbites detectives are expected to use every tool and skill available to them in their pursuit of justice. To this end, many of those chosen for duty as a detective are psykers trained by the Arbites Departamento Psionica to use their mental abilities to assist and protect them as they work their way through the ranks of the criminal elements with which they associate themselves. Due to the Imperium's official stand on unsanctioned psykers, a psionic detective's mental powers may even serve as an effective means of eliciting trust and interest from those groups he intends to infiltrate.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Arbites Detective	4	4	3	3	2	4	2	9	5+	Infantry (Character)	1 Arbites Detective

Wargear:

- Bolt pistol
- Shock maul
- Flak armour
- Shock grenades



Special Rules:

- Independent Character
- Infiltrate
- Move Through Cover
- Stealth

Options:

- May take items from the **Melee Weapons, Ranged Weapons, Special Issue Wargear** and/or **Artefacts of Ordinance** lists.
- May take the Maul Proficiency special rule.....5 points
- May upgrade to a Psyker (Mastery Level 1), exchanging one weapon for a force weapon.....30 points
- May upgrade to a Psyker (Mastery Level 2), exchanging one weapon for a force weapon.....40 points

Psychic Powers:

- If upgraded to a Psyker, a Detective selects their powers from the following disciplines: Biomancy, Daemonology, Telepathy, Virtus Lex or Telekinesis.



ARBITES SUPPRESSION TEAM

50
POINTS



The suppression teams are called out for a number of different tasks, from quelling minor riots and guarding visiting dignitaries to pacifying enormous crowds engaged in massive queue wars. Whenever a large crowd needs to be held at bay, pushed back or scattered, the suppression

teams are ready to ply their trade. Armed with brutally-effective mauls and standing behind their tall shields, the suppression teams make for an imposing and nigh-impenetrable wall of force sufficient to turn aside all but the most determined assault.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Suppressor	4	3	3	3	1	3	1	7	4+	Infantry	4 Suppressors
Proctor	4	4	3	3	1	3	2	8	4+	Infantry (Character)	1 Proctor



Wargear:

- Bolt pistol
- Shock maul
- Riot shield
- Carapace armour
- Choke grenades
- Shock grenades

Special Rules:

- Combat Drills

Dedicated Transport

- The team can select a Chimera, Repressor or Rhino transport.

Options:

- Include up to five additional Suppressors.....10 points per model
- The entire team may replace their riot shields with suppression shields.....4 points per model
- For every five models in the team, one Suppressor may replace his shock maul with one of the following:
 - Mancatcher.....5 points
 - Arbites grenade launcher or webber.....10 points
- One Suppressor may take a grapplehawk.....10 points
- The Proctor may replace his shock maul with a power maul.....5 points
- The Proctor may take items from the **Melee Weapons, Ranged Weapons, and/or Special Issue Wargear** lists.
- The Proctor may take the Maul Proficiency special rule.....5 points





ARBITES RESPONSE TEAM

75
POINTS



While Arbites patrols are equipped well enough to handle many situations, there are inevitably times where their limited numbers are simply insufficient to deal with a large criminal gang or unexpectedly determined resistance. The Response Teams stand ready at all times to

answer the call to aid their fellow Arbitrators. They are intimately familiar with the lay of the land and mounted in armoured transport vehicles or airlifted to their target and dropped in via grav-chute, able to arrive precisely when and where they are needed most.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Arbitrator	3	4	3	3	1	3	1	7	4+	Infantry	4 Arbitrators
Proctor	4	4	3	3	1	3	2	8	4+	Infantry (Character)	1 Proctor
Executioner	4	4	3	3	1	3	1	8	4+	Infantry	

Wargear:

- Bolt pistol
- Arbites combat shotgun
- Carapace armour
- Choke grenades
- Shock Grenades

Special Rules:

- Combat Drills
- Deep Strike
- Outflank
- Units Inbound

Dedicated Transport

- The team can select a Chimera, Repressor or Rhino transport.

Units Inbound: *Response Teams stand ready at all times to answer the call to aid their fellow Arbitrators. They are intimately familiar with the lay of the land and mounted in armoured transport vehicles or airlifted to their target and dropped in via grav-chute, able to arrive precisely when and where they are needed most.*

When a Response Team uses the Outflank rule, on a roll of a 1 they enter play from the short table edge to the owning player's left, on a 2 they enter play from the short table edge to the owning player's right, and on a 3-6 they enter play from any table edge the Arbites player wishes. This may even be his opponent's table edge.

Options:

- Include up to five additional Arbitrators.....15 points per model
- Any Arbitrator may replace their Arbites combat shotgun with one of the following:
 - Boltgun.....free
 - Hot-shot lasgun.....3 points
- Up to four Arbitrators may replace their Arbites combat shotgun with one item from the **Special Weapons** list.
- Any Arbitrator may take a riot shield.....3 points
- All Arbitrators in the unit may be upgraded to Executioners, replacing their Arbites combat shotguns with boltguns.....3 points per model
- Up to four Executioners may replace their boltguns with heavy bolters.....5 points per model
- The Proctor may take items from the **Melee Weapons, Ranged Weapons,** and/or **Special Issue Wargear** lists.
- The Proctor may take a signum.....5 points

* Only a single grav-gun may be taken per Response Team.

Implacable March: *Executioners are unleashed when the Arbites have no interest in taking prisoners, and are unrelenting in their task of annihilating their targets.*

This is a special Combat Drill that may only be used by a unit containing Executioners. A unit using this Combat Drill gains the Slow and Purposeful special rule until the end of the controlling player's turn.

"No servant of the Emperor dies unavenged. No enemy of the Emperor escapes unpunished!"

Promise of the Pax Imperialis



ARBITES CYBER-MASTIFF PACK

45
POINTS



The many cyber-mastiffs used by an Arbites Precinct are typically trained and maintained by Techpriests assigned to the Arbites by the Adeptus Mechanicus. Only those fully immersed in the lore and rites of the Machine god are able to comprehend the mysteries of these complex beasts which merge living beasts with Machine Spirits and augmetics.

Though their charges are usually assigned to specially trained Arbitrators, some Techpriest Handlers will accompany a pack of well-trained and often heavily customised cyber-mastiffs on the hunt. The

coordination and control afforded by their greater understanding of the mechanics of the beasts, as well as the more sophisticated augmetic controllers they possess and the years spent training their charges means that a Techpriest Handler and his pack are far more effective a team in combat than even the best-trained and most experienced Arbitrator and his cyber-mastiff companion. The fact that many Handlers also augment their own bodies in order to keep up with their charges also means a Techpriest-led hunting pack will be swifter as well.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Cyber-Mastiff	4	0	4	4	1	4	2	5	4+	Beast	1 Cyber-Mastiff
Techpriest Handler	3	3	3	3	1	3	1	8	3+	Beast (Character)	1 Techpriest Handler

Wargear (Techpriest):

- Laspistol
- Power armour
- Power axe
- Servo-arm
- Frag grenades
- Krak grenades

Special Rules (Cyber-Mastiff):

- Acute Senses
- Tactical Protocols

Special Rules (Techpriest):

- Blessing of the Ommissiah

Options:

- Include up to five additional Cyber-mastiffs.....10 points per model
- The Techpriest Handler may take a grapplehawk.....10 points

Wargear (Cyber-Mastiff):

- Servo-jaws (close combat weapon)

Blessing of the Ommissiah: *Though their primary function is the maintenance and operation of their Cyber-Mastiff hunting pack, a Techpriest Handler has a broad understanding of most Imperial technology and is able to effect field repairs on the Arbites vehicles if necessary.*

In each of your Shooting phases, instead of firing his weapons, a Techpriest Handler may choose to repair a single friendly vehicle that he is in base contact with or embarked upon. To repair a vehicle, roll a D6. If the result is 5 or more, you may either restore a Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle; this is effective immediately.

Tactical Protocols: *Cyber-Mastiffs are simple-minded constructs, but they are able to adapt to different programs and protocols, keyed by trigger words.*

Before deployment, all Cyber-Mastiffs in a unit must choose one of the protocols below to apply for the duration of the game. A Techpriest Handler may attempt to reprogram all Cyber-Mastiffs in his unit at the start of your Movement Phase by taking a Leadership test. If the test is successful, you may choose a new protocol to apply immediately. If it is failed, no protocol will apply until they are successfully reprogrammed in a subsequent Turn.

Latch On!: The Cyber-Mastiffs are treated as having Mancatchers.

Sic 'Em!: The Cyber-Mastiffs gain the Rage special rule.

Sniff 'Em Out!: The Cyber-Mastiffs gain the Counter Attack and Night Vision special rules.





ARBITES RHINO

35
POINTS



Rhino armoured troop carriers are one of the most popular transports available to the Adeptus Arbites. With an optimal balance of armour, transport capacity and manoeuvrability, the rhino allows the more mobile teams of Arbitrators to swiftly move about their jurisdiction in support of the patrol teams. Some Arbites precincts even have access to a rare, open-topped variant of the Rhino which allows the passengers

better visibility and a mobile fighting platform at the cost of some of the protection and sturdiness of the standard Rhino pattern. The biggest reason for the rhino's popularity amongst the Arbites is its durability and ease of repair. Indeed, most rhinos contain rudimentary self-repair systems that can restore motive and drive systems even after damage so severe that many similar vehicles would be utterly irreparable.



	WS	BS	S	Armour			I	A	HP	Unit Type	Unit Composition
				F	S	R					
Rhino	-	4	-	11	11	10	-	-	3	Vehicle (Tank, Transport)	1 Rhino

Wargear:

- Storm bolter
- Searchlight
- Smoke launchers

Options:

- May take items from the **Adeptus Arbites Vehicle Equipment** list.
- May be modified to be open-topped.....free

Special Rules:

- Repair

Fire Points:

Two models can fire from the Rhino's top hatch.

Transport Capacity

- Ten models
(May not carry Bulky, Very Bulky or Extremely Bulky models.)

Access Points:

Rhinos have one access point on each side of the hull and one at the rear.

Repair: *The core aspect of the Rhino's design is its durability and ease of repair, and most Rhinos contain rudimentary self-repair systems. As a result, many Rhinos have remained in service for thousands of years.*

If a Rhino is immobilised for any reason, in subsequent turns the crew can attempt a repair instead of the vehicle shooting. Roll a D6 in the Shooting phase - on a roll of 6, the Rhino is no longer immobilised.



ARBITES REPRESSOR

65
POINTS



The repressor is a rhino variant used almost exclusively by the Adeptus Sororitas and Adeptus Arbites in a counter insurgency and crowd suppression role. The repressor's transport compartment is heightened allowing passengers easy access to fire points, from where they can keep

the rioting mob at bay from the safety of the vehicle. Repressors are often fitted with a large dozer blade or riot plow, allowing it to force passage through difficult terrain or press a mob aside with ease.



	WS	BS	S	Armour			I	A	HP	Unit Type	Unit Composition
				F	S	R					
Repressor	-	4	-	13	11	10	-	-	3	Vehicle (Tank, Transport)	1 Repressor

Wargear:

- Storm bolter
- Web cannon
- Searchlight
- Smoke launchers

Transport Capacity

- Ten models
(May not carry Bulky, Very Bulky or Extremely Bulky models.)

Options:

- May take items from the **Adeptus Arbites Vehicle Equipment** list.
- May replace web cannon with a heavy flamer.....free

Fire Points:

Six models can fire from the Repressor's top hatch. (In reality some models are firing from the tank's gun ports, but for simplicity's sake, measure from the top hatch.)

Access Points:

Repressors have one access point on each side of the hull and one at the rear.



ARBITES CHIMERA

65
POINTS



The chimera is one of the more commonly used armoured troop carriers among the Adeptus Arbites. The chimera is extremely durable and practical, capable of mounting an array of support weapons. From within the armoured confines of a chimera, an embarked Arbites team can utilise the numerous fire points along the vehicle's hull to unleash a

lethal fusillade of shots into the foe, protected from all but the most destructive of reprisals. To aid the Arbitrators in their various duties, their chimeras are often fitted with a range of equipment, including searchlights to locate their quarry and massive bulldozer blades or riot plows to clear obstructions from their path.



	WS	BS	S	Armour			I	A	HP	Unit Type	Unit Composition
				F	S	R					
Chimera	-	4	-	12	10	10	-	-	3	Vehicle (Tank, Transport)	1 Chimera

Wargear:

- Heavy bolter
- Multi-laser
- Smoke launchers
- Searchlight

Options:

- May take items from the **Adeptus Arbites Vehicle Equipment** list.
- May replace heavy bolter with a web cannon.....free
- May replace multi-laser with either a heavy bolter or a web cannon...free

Special Rules:

- Amphibious
- Fire Port Array

Fire Points:

Two models can fire from the Chimera's top hatch.

Transport Capacity

- Twelve models

Access Points:

Chimeras have one access point at the rear.

Amphibious: *The Chimera transport is amphibious, able to traverse dense swamps and marshes, even rivers, in order to outflank the enemy.*

A Chimera treats all water features as clear terrain when it moves.

Fire Port Array: *To increase versatility, Arbites Chimera's replace the standard lasgun arrays with specialised fire ports designed to accommodate some of the more common weapons used by the Arbites.*

Each side of the Arbites Chimera has three additional fire points that may only be used by models firing Arbites combat shotguns, Arbites grenade launchers, boltguns, bolt pistols and webbers.



ARBITES TAUROX

50
POINTS



The Taurox APC is designed to hit hard and fast, exploiting gaps in the enemy battle line or plugging those torn in the Imperium's. Though lightly armoured, the Taurox packs a punch, mounting twin-linked autocannons to mow down enemy forces as it roars into the breach. Meanwhile, its rugged 'Castellan' quad-track allows the Taurox to negotiate even the most tangled terrain with ease.

The Taurox's capacity to punch through seemingly impassable terrain makes it an ideal pursuit and counter-attack asset. Arbites commanders will often hold back teams of hard-hitting Arbitrators in Taurox APCs, throwing them in to blunt enemy breakthroughs before they can build momentum. However, the Taurox's ability to traverse rough terrain also finds it regularly employed as a pursuit or response vehicle, deploying heavily-armed task teams to counter unexpected threats with as additional supporting teams are brought to the fore.



	WS	BS	S	Armour			I	A	HP	Unit Type	Unit Composition
				F	S	R					
Taurox	-	4	-	11	10	10	-	-	3	Vehicle (Transport)	1 Taurox

Wargear:

- Twin-linked autocannon

Options:

- May take items from the **Adeptus Arbites Vehicle Equipment** list.
- May be modified to be open-topped.....free

Special Rules:

- All-terrain APC

Fire Points:

The Taurox has two fire points on each side of the hull.

Transport Capacity

- Ten models

Access Points:

The Taurox has one Access Point on each side of the hull and one at the rear.

All-Terrain APC: *The Taurox's 'Castellan' quad-track unit allows it to negotiate virtually any terrain with ease.*

A Taurox re-rolls all failed Dangerous Terrain tests.



ARBITES PURSUIT TEAM

35
POINTS



Pursuit teams are equipped to pursue criminals through a twisting Underhive, amongst dense jungles or across arid wastes, depending on their location. They most commonly ride sturdy riding mounts or

Arbites bikes. Veteran Proctors operating in the harshest environments tend to become very adept at leading their team through even the most treacherous terrain.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Mounted Arbitrator	3	4	3	3	1	3	1	7	4+	Cavalry	2 Mounted Arbitrators
Mounted Proctor	4	4	3	3	1	3	2	8	4+	Cavalry (Character)	1 Mounted Proctor
Arbites Biker	3	4	3	4	1	3	1	7	4+	Bike	
Bike Proctor	4	4	3	4	1	3	2	8	4+	Bike (Character)	

Wargear:

- Bolt pistol
- Arbites combat shotgun
- Carapace armour
- Choke grenades
- Shock Grenades

Special Rules:

- Scouts



Options:

- Include up to seven additional Mounted Arbitrators, 10 points per model
 - Any Mounted Arbitrator may replace his bolt pistol and/or Arbites combat shotgun with one of the following:
 - Shock maul or shock lance free
 - Mancatcher 5 points
 - One Mounted Arbitrator may take a grapplehawk 10 points
 - For every five models in the team, one Mounted Arbitrator may take a cybermastiff 10 points
 - Any Mounted Arbitrator may take a riot shield 3 points per model
 - The Mounted Proctor may replace his bolt pistol and/or Arbites combat shotgun with one of the following:
 - Shock maul free
 - Power maul or power lance 5 points
 - The Mounted Proctor may take breaching charges 2 points
 - The Mounted Proctor may take a riot shield 5 points
 - The Mounted Proctor may take the Skilled Rider special rule 5 points
-
- The entire team may be upgraded to Bikers, replacing their Arbites combat shotguns with bikes armed with Twin-Linked Bolters, 10 points per model
 - Any Arbites Biker may replace his bolt pistol with one of the following:
 - Shock maul or shock lance free
 - Mancatcher 5 points
 - One Arbites Biker may take a grapplehawk 10 points
 - For every five models in the team, one Arbites Biker may replace his twin-linked bolters with one of the following:
 - Arbites grenade launcher, flamer or webber 5 points
 - Melta gun 10 points
 - Plasma gun 15 points
 - The Bike Proctor may replace his bolt pistol with one of the following:
 - Shock maul free
 - Power maul or power lance 5 points
 - The Bike Proctor may take breaching charges 2 points
 - The Bike Proctor may take the Skilled Rider special rule 5 points

“Dispatch, this is pursuit team Delta. We are in pursuit of a hijacked commuter grav-train. Suspects are armed and dangerous. Request permission to bring it down. Over.”

“Team Delta, this is Dispatch - permission granted. Backup is en route to your position. Dispatch out.”



ARBITES SENTINEL PURSUIT TEAM

40
POINTS



There are some environments where even horses or bikes have difficulty travelling, and some enemies that would be too dangerous to pursue without a few extra inches of armour and a very large gun back it up. At these times, the Arbitrators set loose their armoured sentinels as a specialised form of pursuit team.

Though little more than light scouting vehicles among the ranks of the Imperial Guard or the planetary defense forces, a sentinel is quite a frightening prospect to street gangs armed with little more than laspistols and cheap flak armour.

The sound of crashing footfalls loping in pursuit and the sight of heavy weaponry bristling from seemingly impenetrable hulls is enough to break the nerve of even hardened criminals. Some precincts even make use of specialised apprehender pattern sentinels. Equipped with snatch-snares, netcasters or shock claws, they are able to snap up a fleeing perpetrator and carry them, kicking and screaming, all the way back to the sector house for sentencing.



	WS	BS	S	Armour			I	A	HP	Unit Type	Unit Composition
				F	S	R					
Arbites Sentinel	3	4	5	10	10	10	3	1	2	Vehicle (Walker, Open-Topped)	1 Sentinel
Apprehender	4	3	5	11	10	10	3	2	2	Vehicle (Walker, Open-Topped)	

Wargear:

- Heavy bolter
- Searchlight

Special Rules:

- Scouts
- Move Through Cover

Options:

- May include up to two additional Arbites Sentinels40 points per model
- Any Arbites Sentinel may replace its heavy bolter with:
 - Multi-laser.....free
 - Autocannon or web cannon.....5 points
- The entire team may be upgraded to Apprehender pattern Sentinels, replacing their heavy bolter with a web cannon, ballistic shield and either a mancatcher or a shock claw.....15 points per model
- Any model may take items from the **Adeptus Arbites Vehicle Equipment** list.
- Any model may have an enclosed cabin5 points per model

Enclosed Cabin: Some Arbites Sentinel pilots prefer the added protection of an enclosed cabin over the greater visibility afforded by the more common open design.

Sentinels with the enclosed cabin upgrade no longer have the 'Open-topped' portion of their unit type.



ARBITES EAGLE ASSAULT SHUTTLE

175
POINTS



The Eagle assault shuttle is a twin-engine attack craft used for aerial insertions and drop missions. Screaming across a battlefield, an Eagle aircraft deploys its cargo into the fray, providing a deadly torrent of covering fire as the troopers within disembark. An Eagle utilises vectored engines for vertical take-off and landings. It can even hover whilst troops deploy via rappelling lines.

When going into battle, some Arbites units prefer the lightning-strike insertions a Eagle is capable of making. Usually they are employed by specialist task teams who will make excellent use of the surprise afforded by such a swift introduction to the scene. After depositing the team into the fray, the Eagle will remain nearby, providing covering fire, making strafing runs, hunting enemy vehicles or bunkers with its hunter-killer missiles, and standing ready to extract the team should the situation prove untenable.



	WS	BS	S	Armour			I	A	HP	Unit Type	Unit Composition
				F	S	R					
Eagle	-	4	-	12	12	11	-	-	3	Vehicle (Flyer, Hover, Transport)	1 Eagle

Wargear:

- Multi-laser
- Two missile launchers
- Ceramite plating

Special Rules:

- Assault Vehicle
- Deep Strike
- Grav-Chute Insertion
- Missile Lock

Transport Capacity

- Twelve models
(May not carry Bulky, Very Bulky or Extremely Bulky models.)

Options:

- May replace multi-laser with:
 - Autocannon.....5 points
 - Lascannon.....15 points
- May be equipped with a pair of side sponsons armed with:
 - Heavy bolters.....10 points
 - Hurricane bolters.....30 points
- May take up to two hunter-killer missiles.....10 points each

Fire Points:

None.

Access Points:

Eagles have one access point on each side of the hull and one at the rear.

Grav-Chute Insertion: *On occasion it is not possible for an Eagle to fly low or slow enough for its passengers to disembark in the normal manner. In such situations the passengers may jump from the aircraft's back ramp and descend using grav-chutes - a dangerous method of deployment, even for those who have trained extensively in their use. Some troopers plummet to their doom, impacting with the ground at fatal velocities.*

If an Eagle has moved more than 6", passengers may disembark, but they must do so as follows. Nominate any point over which the Eagle moved this turn and deploy the unit as if it were deep striking onto that point. If the unit scatters, every model must immediately take a dangerous terrain test. If any of the models cannot be deployed, the unit is destroyed.





ARBITES FIRE SUPPORT TEAM

25
POINTS



The various task teams of the Adeptus Arbites are able to sufficiently deal with many situations with the versatile arsenal of weapons they carry on their persons or within their unit transport vehicles. Sometimes, however the enemy will be too well-equipped or dug-in for the task

teams to root them out without suffering unacceptable levels of casualties. At these times the Fire Support Teams are called in to provide long ranged support for their fellow Arbitrators, often with heavy weapons or sniper rifles.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Arbites Gunner	3	4	3	3	1	3	1	7	4+	Infantry	1 Gunner
Arbites Spotter	3	4	3	3	1	3	1	7	4+	Infantry	1 Spotter

Wargear (Gunner):

- Bolt pistol
- Carapace armour
- Shock grenades

Wargear (Spotter):

- Bolt pistol
- Carapace armour
- Shock grenades
- Spotting Scope

Options:

- The Spotter may replace his Bolt Pistol with either a Boltgun or an Arbites combat shotgun.....1 point
- The Gunner must be equipped one item from the **Heavy Weapons** list.

Special Rules:

- Infiltrate
- Stealth



“Target acquired. I have a shot, I’m taking it.”

Dalton Landraeu – Arbites Sharpshooter



ARBITES CASTIGATOR

50
POINTS



The castigator is a rhino variant unique to the Adeptus Arbites, and is among the more powerful fire support and riot suppression vehicles in the Arbites arsenal. It can transport up to six Arbitrators and comes standard with a twin-linked heavy bolter in a turret mount, which can be

replaced with twin-linked web cannon for crowd control duties. The castigator is also capable of mounting a pair of side sponsons with either heavy bolters or web cannons.



	WS	BS	S	Armour			I	A	HP	Unit Type	Unit Composition
				F	S	R					
Castigator	-	4	-	11	11	10	-	-	3	Vehicle (Tank, Transport)	1 Castigator

Wargear:

- Twin-linked heavy bolters
- Searchlight
- Smoke launchers

Transport Capacity

- Six models
(May not carry Bulky, Very Bulky or Extremely Bulky models.)

Fire Points:

None

Options:

- May replace twin-linked heavy bolters with a twin-linked web cannon
.....20 points
- May be equipped with a pair of side sponsons armed with:
 - Heavy bolters.....15 points
 - Hurricane bolters or web cannons.....30 points
- May take items from the **Adeptus Arbites Vehicle Equipment** list.

Access Points:

Castigators have one access point on each side of the hull and one at the rear. If it is fitted with side sponsons, the Castigator will lose the side access points.



ARBITES HALLIGAN

70
POINTS



The halligan is an unusual vehicle utilised primarily by the Adeptus Arbites, generally only when they need to crack open a particularly heavily fortified building. The halligan is regarded as a single-purpose vehicle, and that purpose is tearing through armoured positions at close range. The halligan missiles that it fires are heavy and cumbersome due

to the specially designed warhead they carry. This limits their range significantly, but virtually guarantees that anything but the thickest adamantium will be pierced in short order by the powerful projectile. Most precincts only boast one or two halligans, and as such they are not lightly committed to action.



	WS	BS	S	Armour			I	A	HP	Unit Type	Unit Composition
				F	S	R					
Halligan	-	4	-	12	11	10	-	-	3	Vehicle (Tank, Transport)	1 Halligan

Wargear:

- Halligan missile launcher
- Smoke launchers

Transport Capacity

- Six models
(May not carry Bulky, Very Bulky or Extremely Bulky models.)

Options:

- May take items from the **Adeptus Arbites Vehicle Equipment** list.

Fire Points:

None

Access Points:

Halligans have one access point on each side of the hull and one at the rear.



ARBITES JUDGE JOSEFF SPARTACUS

90
POINTS



Throughout the vast reaches of Imperial space known as the Ultima Segmentum, there is one name – oft spoken only in hushed whispers – that drives fear into the hearts, minds and souls of those who dare defy the will of the Emperor, one name which has become synonymous with swift justice and harsh retribution – and that name is Joseff Spartacus – also known by his unofficial nickname – “The Dreaded Judge”.

To Spartacus, the lives of Imperial citizens are unimportant. Only the application of the law and keeping the peace are pursuits worthy of his time, and he will go to any lengths to do so. He has a well-deserved reputation for causing damage on a tremendous scale to ensure the capture or elimination of his chosen quarry.

One particular incident involved the destruction of an entire warehouse filled with foodstuffs and medical supplies. A heretical techno-thief known as “Simone the Phoenix” was reputed to be hiding out in the warehouse with her most recent ‘acquisition’. At his command, the

massive building was bombarded with the heaviest weapons in the Arbites’ armoury, nearly leveling it in the process, before dozens of combat squads finally silenced the guns of Simone’s lackeys with salvos from their grenade launchers. Spartacus himself accounted for no less than three dozen thugs in the firefight, killing six of them when he detonated a cryogenic fluid tank with his customized Lawgiver bolt pistol. The thugs were frozen solid in an instant, and smashed to pieces as they crashed to the ground.

The destruction of the warehouse forced millions of Imperial citizens to suffer through half-rations and nearly non-existent medical care for over a year. In spite of this, the assault was hailed as a resounding success, and Spartacus was granted commendations for bravery and creative tactical thinking. Initially thought to have been slain, it was later discovered that Simone herself managed to evade capture – a point which Spartacus considers a particular blight on his record, and which he intends to rectify at his earliest opportunity.

Joseff Spartacus	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
	4	4	3	3	3	4	3	10	4+	Infantry (Character)	Joseff Spartacus (Unique)

Wargear:

- Lawgiver Bolt Pistol
- Shock Maul
- Carapace Armour
- Badge of Office
- Choke Grenades
- Shock Grenades

Warlord Trait:

- Weight of the Law

Options:

- May take breaching charges.....2 points
- May replace his carapace armour with power armour.....5 points
- May take a riot shield.....5 points
- May carry the book of the law.....20 points
- May take one of the following, changing his unit type:
 - Bike with twin-linked bolters [Bike, (Character)].....20 points
 - Cavalry mount [Cavalry, (Character)].....10 points

Special Rules:

- Demolition Man
- I am the Law!
- Independent Character
- Skilled Rider



Demolition Man: Joseff Spartacus has a well-known talent and penchant for making things go BOOM! heedless of the consequences. In his mind, there are no innocents, only those who have not yet been proven guilty; therefore collateral damage is always acceptable.

Joseff Spartacus adds +1 to all armour penetration rolls that he makes. Whenever he causes a penetrating hit on a vehicle or building, roll two dice, adding +1 to each result. If either result comes up as a 7+, that result applies. Otherwise, apply the lower of the two rolls.

I am the Law!: Joseff Spartacus earned his nickname, “The Dreaded Judge”, due to his fanatical devotion to the enforcement of Imperial law. Nothing will prevent him from fulfilling his duty, no cost too high. As such he is rightly feared by wrong-doers and bystanders alike. This devotion inspires the Arbitrators around him, and they follow his example without hesitation.

Joseff Spartacus, as well as any unit he has joined, may choose whether to pass or fail any Morale or Pinning test, even where failure is normally automatic.

ARTEFACTS OF ORDINANCE

Lawgiver Bolt Pistol: Joseff Spartacus carries a specially crafted bolt pistol known as the Lawgiver, an artificer-made weapon with specially designed ammo feeds and a shot selector.

The Lawgiver is a master-crafted bolt pistol. In addition, you may choose to ignore the master-crafted rule and use one of the following special ammo types instead whenever it is fired.

Armour Piercing			
Range	Strength	AP	Type
8"	6	3	Assault 1
Concussion			
Range	Strength	AP	Type
12"	3	-	Assault 1, Concussive
High Explosive			
Range	Strength	AP	Type
12"	3	-	Assault 1, Blast
Rapid Fire			
Range	Strength	AP	Type
18"	4	5	Rapid Fire
Ricochet			
Range	Strength	AP	Type
8"	3	6	Assault 1, Ignores Cover
Signal Flare			
Range	Strength	AP	Type
18"	1	-	Assault 1, Blind



LORD MARSHALL LUTHIR VEREMONN GOREMAN

100
POINTS



Luthir Veremonn Goreman is the Lord Marshal of the Great Precinct of the Calaxis Sector. Descended from once proud Sinophian dynasties of medicae and lay biologis adepts who had long since turned to flesh-thievery and black market dealings in stolen biological materials – harvested from unwilling “donors” by brutally-trained kidnappers and butchers, among which was Luthir in his young life. A chance encounter with a former Enforcer who had turned to Ecclesiarchal service as a Confessor stirred something within Luthir’s soul and he became conscious of a strong new desire to uphold the cause of order and justice in the face corruption – which he soon saw within his own family line.

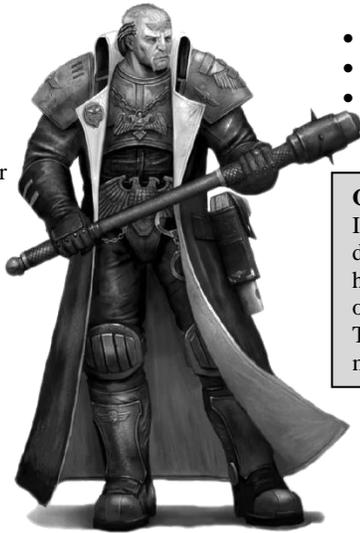
Reflecting on his newfound purpose, Goreman soon sought out and joined the ranks of the Sinophian Governor’s personal enforcement militia, known as the Wide Cohort. He quickly became disillusioned however, as he discovered little but sluggards and thugs within the ranks of the Cohort, failings which ran all the way to the top. He soon longed for escape, which he found in the form of an Arbites raid on the Cohort. Luthir took great pleasure in turning over his former associates to the Arbites’ brutal justice, and they quickly recognized his fiery determination to draw order from chaos. Goreman was inducted into the Arbites and rose swiftly through the ranks due to his exemplary service.

"The dream comes often. I know it very well now. I stand at the doors to a great Basilica, one that exists only in my dream. Above me in the wall is a stained-glass Golden Throne and the Aquila spreading its wings. I weep to look up at them. Around me are more windows, every branch of the Adeptus Terra, and below them stand the Emperor's servants in their livery, singing praise to the eagle. The building lurches and grinds, the windows shudder as though about to splinter. The earth beneath the Basilica is subsiding. This beautiful temple is being held on the shoulders of a great mass of grey, faceless forms, who squabble and ignore their burden. The whole of them shift under the cathedral like sand. I strike with my maul, and these shapes fall silent and still for a moment. But this does not last. No matter how relentless the blows, they will not stay resolute. It comes to me that I will spend forever doing this, that they will never have strength other than that I beat into them for a moment. It is then that I wake." - Lord Marshal Goreman

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Luthir Goreman	4	4	3	3	3	4	3	10	4+	Infantry (Character)	Luthir Goreman (Unique)

Wargear:

- Large-bore stubber
- Master-crafted power maul
- Carapace Armour
- Badge of Office
- Choke Grenades
- Shock Grenades



Special Rules:

- Independent Character
- Stubborn
- Surgical Precision
- Utter Contempt

Warlord Trait:

- Implacable Advance

Options:

- May replace his large-bore stubber and/or master-crafted power maul with one of the following:
 - Suppression shield5 points
 - Master-crafted thunder maul15 points
- May take breaching charges2 points
- May replace his carapace armour with power armour5 points
- May take a riot shield5 points

Goreman’s Mandate:
If Luthir Goreman is chosen as your army's Warlord, any Personal Staff in the same detachment has the Objective Secured command benefit. During deployment up to half of the models in a Personal Staff in Goreman’s detachment may elect to split off from the unit and be assigned to a different unit from the following list: Patrol Team, Combat Team, Suppression Team, Response Team. Only one Personal Staff model may join a given unit, and do not convey Objective Secured on the unit.

Utter Contempt: *In Goreman’s view, anyone is a potential lawbreaker, and to stand in opposition of the Arbites in any manner is both an admission of guilt and cause for his own personal contempt. He is very suspicious of anyone who does not directly serve in the Adeptus, and his brusque manner sets him apart from many would-be allies.*

Surgical Precision: *Goreman’s early experiences as part of the snatch teams for his family’s black-market flesh-trade taught him many things about physiology and the best ways to kill or incapacitate a target, skills that were further improved by his Arbites training.*

Goreman re-rolls all failed To Wound rolls in close combat.

Goreman has the Hatred rule towards every model in the enemy force. In addition, if Goreman is in your army, then all factions are treated as being one step lower on the Allies Matrix than normal. (Battle Brothers become Allies of Convenience, Allies of Convenience become Desperate Allies, etc.)



ARBITOR SENIORIS SHIRA CALPURNIA LUCINA

70
POINTS



Calpurnia comes from a well-regarded family of the realm of Ultramar, a family which boasts distinguished members in nearly every branch of Imperial service, including the Imperial Navy, the Imperial Guard, the Ministorum, the Adeptus Sororitas, and at least two members of the Ultramarines chapter of the Adeptus Astartes. Despite her illustrious heritage however, Shira prefers to be judged on the basis of her own merits, and strives to perform her duties to the best of her ability. She has a tendency to lead from the front, never putting those under her charge into danger she would not willingly face herself. Such an unusual disposition inevitably gains her the respect of all who serve with or under her for any length of time.



Calpurnia trained at Machiun before serving in her first garrison post at Drade-73, where she served with distinction. She continued this trend wherever she was posted, including transfers to MG-Dyel, Hazhim, Don-Croix and Ephaeda. Her record and exploits eventually caught the eye of Arbitor Majore Krieg Dvorov, Grand Marshal and Grand Praetor Judicial of Hydraphur, who requested her transfer to his staff, granting her the rank of Arbitor Senioris and the privilege of serving in one of the most important High Precincts in the Segmentum Pacificus. There, her career would take a few unexpected turns...

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Shira Calpurnia	4	4	3	3	2	4	2	9	4+	Infantry (Character)	Shira Calpurnia (Unique)

Wargear:

- Arbites combat shotgun
- Large-bore stubber
- Master-crafted power maul
- Carapace armour
- Badge of office
- Choke grenades
- Shock grenades

Options:

- May replace her Arbites combat shotgun, large-bore stubber, and/or master-crafted power maul with one of the following:
 - Suppression shield.....5 points
 - Thunder maul.....10 points
- May take breaching charges.....2 points
- May take a riot shield.....5 points

Special Rules:

- Independent Character
- Legacy of the Calpurnii
- Maul Proficiency
- Stubborn
- Uncanny Intuition

Warlord Trait:

- You're on MY Turf!

Legacy of the Calpurnii: *Shira Calpurnia is famously unwilling to send others to face dangers she herself would not be willing to face.*

During the Arbites charge sub-phase, if any friendly units with the Arbites faction within 12" of Calpurnia or a unit she has joined are locked in combat or declare an assault, then Calpurnia must take a Leadership test. If this is failed, then Calpurnia and any unit she has joined must also declare an assault if they are eligible to do so.

Uncanny Intuition: *Arbitor Calpurnia has developed a very keen insight that has served her well over the years. She is able to recognize the signs of a trap or ambush, making changes to her battle plans long before many of her colleagues would even be aware of the danger.*

If Shira Calpurnia is on the table at the start of the game, and the Arbites player attempts to Seize the Initiative, the attempt will be successful on a D6 roll of 5+.



ARBITOR ALEC MURPHAEUS

“ARCO-ARBITOR”

85
POINTS



The man known as Alec Murphaeus was an Arbites Barrister serving in the Segmentum Tempestus. He served with distinction for decades, bringing many criminals and heretics to justice, when his career was almost cut tragically short. During an extended investigation of several related gangs of escaped pit slaves on the hive world of Del-Troit, Murphaeus fell afoul of a large band of the former gladiators believed to be harboring a dangerous alpha-level psyker.

The pit slave gang brutalized Murphaeus, and the medicae who found him declared that he only survived due to an indomitable will to live. His body, however, was battered and broken. It was only a matter of time before his will would not be enough to sustain him. Murphaeus’ superiors had him placed in stasis and sent to the nearby forge world of Gryphon IV. The tech-priests there honored Murphaeus with many augmetic bionics that replaced his damaged limbs and vital organs, and replaced the missing portions of his brain with cogitators and controllers for his many new systems. To protect all of these mechanical devices, he was also given a custom-designed suit of power armour that interfaced with his various bionics and cogitators, though not as efficiently as a Space Marine’s armour melds with the wearer.

After months of surgery and rehabilitation, Murphaeus was made whole and resumed his duties as an officer of the Emperor’s law. His newly acquired bionics and his renewed determination to stamp out criminals and heretics drove him to prove himself worthy of the gifts that had been bestowed upon him. His cold, emotionless persecution of any wrongdoer was lauded by the Arbites as admirable, and he was elevated from jurisdiction within a single Precinct and given free-reign to pursue the enemies of the Imperium and to uphold Imperial law throughout the Segmentum Tempestus.

The bionic enhancements and other augmetics granted to Murphaeus, now known in many circles as the “Arco-Arbitor”, have greatly extended his lifespan. Indeed, he has now served in his current position for nearly three hundred and fifty years. Repairs and replacement parts for his various systems are getting harder to come by now, however, as the forge world upon which they were created, along with the tech-priests responsible, were lost to the Tyranids of Hive Fleet Leviathan. Undeterred, Murphaeus has vowed to serve the Emperor and uphold the Dictates Imperialis until his last servos fail and all of his cogitators go off-line permanently.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Alec Murphaeus	4	4	4	4	3	4	3	10	3+	Infantry (Character)	Alec Murphaeus (Unique)

Wargear:

- Storm Bolter
- Power Gauntlets
- Power Armour
- Badge of Office
- Tactical Cogitator

Special Rules:

- Feel No Pain
- It Will Not Die
- Prime Directives

“You are in violation of Imperial law. Surrender. Lay down your weapons and you will be allowed to seek absolution in the Emperor’s sacred Penal Legions. Refusal to comply will constitute an admission of guilt, and the requisite sentence of execution will be carried out immediately.”

“Arco-Arbitor” Alec Murphaeus

Prime Directives: *Alec Murphaeus is bound by his primary programming, known as his prime directives, which make him incapable of fear or doubt.*

Alec Murphaeus has the Fearless special rule, and must always accept a challenge whenever possible.

ARTEFACTS OF ORDINANCE

Power Gauntlets: *Among his many bionic replacements and upgrades, Arbitor Murphaeus possesses a pair of specially designed bionic arms, known as power gauntlets. These marvels of the tech-priests’ craft are able to grasp and hold objects almost as delicately as a human hand, or tear a full grown Ork limb-from-limb.*

When fighting in close combat, the power gauntlets may be treated as either a pair of power mauls, granting Arbitor Murphaeus +1 Attack, or as a single thunder maul.

Tactical Cogitator: *Arbitor Murphaeus’s brain has been upgraded with a powerful tactical cogitator that enables him to discern his enemies’ weaknesses, quickly learning how they fight and formulating the best strategies for defeating them.*

Arbitor Murphaeus has the Preferred Enemy special rule against all enemy models. However, it takes some time for him to observe the enemy and to process the information, so this rule does not apply until he has spent at least one full game turn on the board.





ARBITES JUDGE JUDITH SCHINDLER

150
POINTS



Among the grim and determined members of the Adeptus Arbites there stands one who is regarded by many as a pinnacle of their kind – Judge Judith Schindler. Completely dedicated to upholding the precepts of the Dictates Imperialis and utterly devout in her faith in the Emperor, there is nothing which holds fear for the intractable Schindler. She has turned down countless offers and appointments to higher positions, including the title of Lady Grand Marshal of Segmentum Solar. She has instead petitioned for and been granted assignment as Chief Justice Solar of the Arbites Segmentum fleet, where she is free to move about dispensing the Emperor’s judgement upon any who are foolish enough defy Imperial law under her gaze.

No stranger to combat, there are few enemies Judge Schindler has not faced in defense of the Emperor’s domain. She battled the Orks on Armageddon, fought off a Tyranid splinter fleet on Scythus III, repelled a Tau expeditionary force in the Talthus system, and crushed the Eldar pirate empire of Prince Yal’therus in the Gado sector. The number of heretical cults and insidious criminal organizations that Schindler has ground to dust beneath her mighty boots is nearly uncountable. Wherever the call of duty takes her, she is ready to go, with an entire fleet of starships and hundreds of battle-ready Arbitrators awaiting the order to mobilize in the name of the Emperor.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Judith Schindler	5	5	3	3	3	4	3	10	2+	Infantry (Character)	Judge Schindler (Unique)

Wargear:

- Storm Bolter
- Gavel of the Court
- Book of the Law
- Terminator Armour

Special Rules:

- Eternal Warrior
- Independent Character
- Uncompromising

Warlord Trait:

- Master Orator

Spacebourne Precinct:

Judge Schindler commands the Arbites fleet of Segmentum Solar, which lends its support to any Arbites Precinct that may find themselves fighting against opposition too strong to face alone. When she brings her fleet to an embattled sector, Schindler often prefers to deploy the bulk of her forces via massed aerial drop in Eagle Assault Shuttles. This is a dangerous but potentially devastating maneuver which requires careful planning and timing to pull off successfully.

If Judith Schindler is in your army, any Personal Staff, Combat Team and/or Response Team in your army may choose an Eagle Assault Shuttle as their Dedicated Transport. Any unit that does so must begin the game mounted in the Eagle (and so must be held in Reserve). In addition, if any unit takes an Eagle as a Dedicated Transport, then Judge Schindler must begin the game in Reserve.

In addition, any Sentinel Pursuit Team that is held in Reserve gains the Deep Strike special rule.

Uncompromising: *Judge Schindler is renowned for her ruthless and uncompromising dedication to the enforcement of the Dictates Imperialis. She will stand up against any foe without fear, meet any challenge without flinching. So great is her faith in the Emperor that she refuses to hide or take cover from enemy fire. She is an inspiration to those around her, and expects nothing less than equal commitment from the Arbitrators who serve under her.*

Judge Schindler has the Fearless special rule; however, Judge Schindler, as well as any unit she has joined, may never make use of any Cover Saves and will never under any circumstances go to ground.

Terminator Armour: *Also known as tactical dreadnought armour, terminator armour is the best protection the Imperium has to offer. Designed for close-quarters fighting aboard space hulks and other confined areas, terminator armour is capable of withstanding almost any attack. The ceramite plates can deflect most conventional assaults, whilst the Crux Terminatus on every terminator's shoulder plate serves as a ward capable of turning aside even attacks from power weapons or melta fire. It is even said that terminator armour can withstand the titanic energies at a plasma generator's core, and that this was in fact the armour's original purpose.*

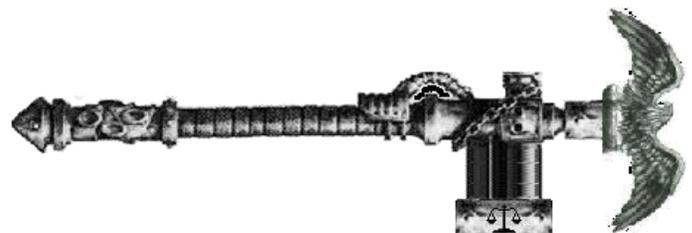
Terminator armour confers a 2+ Armour Save and a 5+ invulnerable save. Furthermore, models in Terminator Armour have the Bulky, Deep Strike and Relentless special rules, and may not make Sweeping Advances.

ARTEFACTS OF ORDINANCE

Gavel of the Court: This weapon was gifted to Judith Schindler in recognition of a century of dedicated and exemplary service to the Adeptus Arbites. The long shaft and massive head of the ornate implement bear many icons of justice and faith. Judge Schindler bears the Gavel of the Court proudly, and wields it with deadly effect against the enemies of law and justice.

The Gavel of the Court has the following profile:

Range	Strength	AP	Type
-	x2	1	Melee, Concussive, Crackdown, Master-Crafted





ARBITES DETECTIVE WAYNE GOTHAM

“THE BLACK CHEVALIER”



Wayne Gotham began his career on the backwater agri-hiveworld of Chiropterrus XI, where he served on a patrol team for seven fairly uneventful years. That all changed when his team discovered a hidden Chaos coven known as the Shadow Brothers, who were using one of the primary hydroponics clusters as an operating front. After his Proctor was confined to his quarters as a quarantine measure due to a mysterious malady that had befallen him, Gotham was granted a temporary field promotion and led the investigation that rooted out the nature of the cult. After bringing down the coven and capturing the leaders – who were publicly tried, castigated and executed in a month-long trial – Gotham was recruited into the espionage division. His investigative skills had greatly impressed his superiors, and they foresaw a great future for him amongst the ranks of the Arbites Detectives.

After several more years of tutelage under a number of highly-decorated Detectives, Gotham was finally fully commissioned himself. Thus began nearly a decade of service in which he repeatedly uncovered, infiltrated and systematically destroyed no less than thirty-five different criminal and covenant organizations throughout the Mariposa Subsector. During this time, however, it became increasingly obvious to his superiors that Gotham felt he was somehow above the Lex Imperialis and was more than willing to step outside the considerable boundaries of his station in order to get the job done. In many cases, he would go so far as to personally mete out verdict and punishment to captive criminals rather than delivering them to the Judges and Chasteners to stand trial and undergo proper penance. This came to a head when he directly violated an edict by Lord Marshall Jacques Gaurdin of Mariposa to arrest his former Proctor, now head of a reborn coven of Shadow Brothers.

Lord Marshall Gaurdin had declared that the former Proctor must be brought in alive, to be given over to the Judges and Chasteners so that the Arbites as a body could be purged of the corruption by cleansing and

castigation prior to his execution. Despite this, Gotham infiltrated the Shadow Brothers, got himself close to his former mentor, and snapped his neck as he slept. This act was deemed a personal vendetta and unbecoming of an officer of the Arbites. The Lord Marshall declared Gotham to be a traitor to the Law and issued writs of warrant for his capture. Moving in to his personal offices, all they found was a recently vacated space – devoid of anything save a small devotional shrine to the Emperor which appeared to have fallen into disuse. The rest of Gotham’s Espionist equipment was gone, and the investigation uncovered startling facts that the Detective had been leeching funds from various sources – including the Sub-Sector Precinct’s own coffers as well as many of the criminal organization he had brought down. The accounts that held these funds had been cleared out, the resources shifted through so many channels as to become nearly untraceable.

Detective Gotham had managed to slip away, fading into the background of the Mariposa Sub-Sector and off the Arbites radar for nearly thirty years. Eventually, however, they discovered what had become of him. A long series of unexplained and seemingly unconnected acts of murder, arson, sabotage and other destruction was pieced together and understood to be the work of a single individual. In every case, it was discovered that the victims had been engaged in nefarious activities that only came to light after the actions against them. Stories began to spread of a creature of the night, a devil in black armour bedecked with spikes and horns, cloaked in darkness and one with the shadows. Lord Marshall Gaurdin was shocked to discover that these stories were no folk-tails, but were rather the very real evidence of the path that Detective Gotham had chosen for himself – dedicating his life to rooting out corruption in the Imperium outside the bounds of the Law. Furious, he intensified his long-lived personal quest to bring the former Detective to justice, but thus far Gotham has evaded capture unscathed no matter what is thrown at him.





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POINTS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Wayne Gotham	5	5	3	3	3	5	4	10	4+	Jump Infantry (Character)	Wayne Gotham (Unique)

Wargear:

- Hooked Claws
- Throwing Blades
- Custom Armour
- Choke Grenades
- Shock Grenades
- Breaching Charges
- Grapnel Gun & Glide

Special Rules:

- A Law Unto Himself
- Eternal Warrior
- Fear
- Fearless
- Harlequin Enmity
- Infiltrate
- Rampage
- Smoke & Mirrors
- Stealth
- The Right Tool for the Job
- Uncanny Reflexes

A Law Unto Himself: *Though he started his career as an Arbites Detective, Wayne Gotham has strayed from the Emperor's light and taken the Law into his own hands far too often. Officially, he is an enemy of the Imperium. Most Arbites, however, have a grudging respect for the results of his methods, even if they do not agree with them.*

Uncanny Reflexes: *Years of intense martial arts training and combat experience have honed Gotham's reflexes to a razor edge.*

Although he is chosen as part of an Arbites Detachment or Formation, Detective Gotham is treated as a "Come the Apocalypse" ally by your entire army. He may not be chosen as your army's Warlord.

Detective Gotham has a 4+ invulnerable save.

Harlequin Enmity: *Over the years Detective Gotham has had an unusual number of encounters with the enigmatic sect of Eldar known as Harlequins. They always seem to show up at some pivotal moment, often foiling his plans or hindering his investigations. He has engaged them in combat on many of these occasions, and though they have often bested him, once even nearly crippling him, they have always spared his life. This has resulted in a deep-seated enmity in Gotham for these flamboyant warriors, and an insight into how they fight.*

Gotham has the Preferred Enemy (Harlequins) special rule. Detective Gotham being removed as a casualty will never be considered as fulfilling any form of Objective if he was removed by the actions of a model with the Harlequins Faction.

Smoke & Mirrors: *Detective Gotham is a master escape artist, utilising smoke bombs and other distractions to easily evade his foes.*

Gotham has the Hit & Run special rule. In addition, he may forgo the chance to Shoot or Run during the Shooting Phase and instead gain the Shrouded special rule until the start of his next turn.

The Right Tool for the Job: *Detective Gotham always seems to have exactly the right equipment for whatever situation may arise, often catching his foes off guard or narrowly surviving almost certain death.*

Once per player turn at any point Gotham may choose to count as having one of the following special rules until the end of that turn: Acute Senses, Counter-Attack, Feel No Pain (5+), Move Through Cover, Night Vision.

ARTEFACTS OF ORDINANCE

Custom Armour: *Detective Gotham's customized armour allows for a great degree of protection while still allowing for freedom of movement in combat. It has special high-impact plates that are stronger than normal armour. It was extremely expensive to design, and even more so to produce.*

His custom armour grants Detective Gotham an Armour Save of 4+. In addition, he may re-roll all failed Armour Save rolls.

Grapnel Gun & Glide Cloak: *Detective Gotham utilizes an unusual mode of transportation involving a grapnel gun and glide cloak that allows him to quickly move through nearly any type of terrain.*

Detective Gotham never has to take a Dangerous Terrain tests for moving into or out of difficult terrain, nor for ending his move on top of impassable terrain.

Hooked Claws: *Wickedly sharp hooked claws are built into several different areas of Detective Gotham's custom armour. Servo-assist fibre bundles similar to those found in power armour allow the claws to tear through nearly any armour.*

Range	Strength	AP	Type
-	+2	5	Melee, Rendng

Throwing Blades: *Detective Gotham carries dozens of small, perfectly-weighted throwing blades that he hurls with unerring accuracy at his opponents as he moves in for the kill. He often coats them in a potent paralytic toxin in order to incapacitate his targets.*

Range	Strength	AP	Type
12"	4	5	Assault 3, Poisoned (4+), Pinning



PRE-FAB BARRICADE LINE

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POINTS



When faced with overwhelming numbers in a riot or combat situation, the Arbites typically adopt a defensive gun-line strategy. They sometimes find that the location of the disturbance is less than ideal for such a strategy. When there is insufficient cover available to the Arbites, they will often deploy prefabricated barricades to enhance their defensive strength.

These barricades are made of highly durable, lightweight plascrete and are mass-produced in the precinct's own manufactorum. They are able to be placed quickly and efficiently wherever they may be needed. They provide significant protection for the Arbitrators as they stand behind their hastily-lain fortifications, more than sufficiently protected from the small-arms fire common amongst civilian populations.



Composition: 3 pre-fab barricades (each up to 6" long). Each barricade must be placed in base contact with at least one other section.

Terrain Type: Battlefield Debris (defence lines)

Weapons: None

Options:

- Add up to three additional pre-fab barricades.....10 points per model
- For every three pre-fab barricades in the line, you may add one of the following:
 - Ammunition Dump.....20 points
 - Comms Relay.....20 points
 - Gun Emplacement with twin-linked heavy bolter.....15 points
 - Gun Emplacement with twin-linked autocannon.....25 points
 - Gun Emplacement with twin-linked web cannon.....20 points

Special Rules:

Sentry Targeting: When using automated fire, a gun emplacement mounted on a pre-fab barricade line may ignore any vehicle on which it would be unable to cause at least a glancing hit based on the facing it would be firing at. For example, a twin-linked heavy bolter emplacement (S5) firing at the front facing of a Lemman Russ battle tank (AV 14) would be allowed to choose the next closest target instead as the most it could roll for Armour Penetration would be an 11.



	Range	Str	AP	Type
Autocannon	48"	7	4	Heavy 2
Heavy Bolter	36"	5	4	Heavy 3
Web Cannon	Template	5	6	Assault 1, Strikedown, Torrent



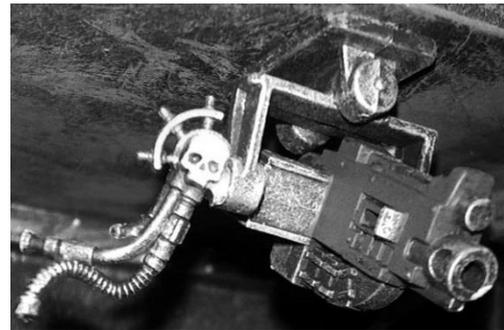
ARBITES SECTOR HOUSE

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POINTS



The Adeptus Arbites maintain many buildings and other strategic assets throughout the cities and settlements of their jurisdiction. These range from small, one-room apartments and shacks that only see limited use, to the large, self-contained Arbites precinct fortress that is the ultimate symbol of the Arbitrators' authority in a given precinct. Arbites sector houses serve as a middle ground between these, allowing the Arbitrators to maintain a presence in areas far afield of the primary fortress.

Each Arbites Sector House is a fortified, garrisoned structure capable of withstanding almost anything rioters and dissidents can throw at it. Many have a well-stocked armoury containing additional weapons and ammunition for protracted suppression or fighting, as well as sophisticated surveillance equipment to ensure the Arbitrators stationed there are forewarned of any impending dangers.



Composition: 1 Sector House.

Terrain Type: Medium building (Armour Value 14) with battlements.

Access Points & Fire Points: As per model.

Weapons: Four emplaced heavy bolters.

Special Rules:

Sentry Targeting: When using automated fire, a gun emplacement mounted on a pre-fab barricade line may ignore any vehicle on which it would be unable to cause at least a glancing hit based on the facing it would be firing at. For example, a twin-linked heavy bolter emplacement (S5) firing at the front facing of a Leman Russ battle tank (AV 14) would be allowed to choose the next closest target instead as the most it could roll for Armour Penetration would be an 11.

Options:

- May add up to two of the following:
 - Ammo store.....15 points
 - Escape hatch.....25 points
 - Magos machine spirit.....30 points
 - Searchlights.....5 points
 - Void shield.....25 points
- May add up to six of the following:
 - Tanglewire.....5 points per section
 - Barricades.....10 points per section
 - Tank Traps.....15 points per section
- May add one of the following:
 - Ammunition dump.....20 points
 - Comms relay.....20 points
 - Gun emplacement with twin-linked heavy bolter.....15 points
 - Gun emplacement with twin-linked autocannon.....25 points
 - Gun emplacement with twin-linked web cannon.....20 points

	Range	Str	AP	Type
Autocannon	48"	7	4	Heavy 2
Heavy Bolter	36"	5	4	Heavy 3
Web Cannon	Template	5	6	Assault 1, Strikedown, Torrent



PATROL DELEGATION



Most Arbites Precincts maintain discipline and order by keeping up constant patrols. The presence of the Arbites remind the citizenry of their duty to the Emperor, and the swift justice they dispense when the need arises serves as a deterrent to those who would consider going against the harsh dictates of Imperial Law.

The next tier of organisation above the individual team level is the delegation, which is a loose and mutable formation of several task teams under the command of a senior Proctor or an Arbitor General. The most common of these is the Patrol Delegation, which serves to direct and coordinate the patrols and dispatch support where needed.



FORMATION:

- 1 Arbitor General¹
- 3 Arbites Patrol Teams
- 1-2 Arbites Suppression Teams
- 0-1 Arbites Response Team
- 0-1 ArbitesCyber-Mastiff Pack
- 0-1 Arbites Castigator

¹ Marshall Goreman or Shira Calpurnia may be taken in place of the Arbitor General.

RESTRICTIONS:

None

COMMAND BENEFITS:

Home Turf: A model with this special rule adds +1 to all Cover Saves as long as it is within its Deployment Zone.

Ordered Drill: A unit with this special rule adds +1 to its Leadership tests to use Combat Drills.



COMBAT DELEGATION



While the standard Patrol Delegations are normally enough to handle the day-to-day routine of watching over the Precinct and maintaining order and discipline, at times more serious circumstances require a more militaristic response. At such times, a Combat Delegation will often be formed to deal with the threat.

The Combat Teams that form the core of a Combat Delegation are invariably equipped with bolters and powerful support weapons in order to swiftly put down any resistance and restore order and Imperial rule in the face of insurrection. They will often be supported by special elements from the Precinct Armoury.



FORMATION:

- 1 Arbitor General¹
- 3 Arbites Combat Teams
- 1-2 Arbites Response Teams
- 0-3 Arbites Fire Support Teams
- 0-1 Arbites Castigator or Arbites Halligan

¹ Marshall Goreman or Shira Calpurnia may be taken in place of the Arbitor General.

RESTRICTIONS:

None

COMMAND BENEFITS:

All Units Respond: You may choose to pass or fail any Reserve rolls made for units in this Formation. There is no need to roll.

Ordered Drill: A unit with this special rule adds +1 to its Leadership tests to use Combat Drills.



INTELLIGENCE CELL



Though they often work alone, at times Arbites Detectives will come together to share information or collaborate on an investigation. Whenever two or more Detectives pool their resources, they must put aside their innate mutual distrust in order to work toward their common goals – not an easy task by any account!

The benefits of such an alliance, however, far outweigh the inconvenience and strain. The application of the collected experience and knowledge of several Detectives allows them to disrupt enemy movements and communications, as well as to find the best locations to lie in wait, ready to spring forth in ambush.



FORMATION:

- 1-3 Arbites Detectives

RESTRICTIONS:

No more than 1 of the Detectives taken in the Intelligence Cell may upgrade to a Psyker.

COMMAND BENEFITS:

Disruptive Influence: At the start of your opponent's turn, you may force them to re-roll up to one successful Reserves roll for each Detective from this formation that is currently on the table.

Mutual Mistrust: A Detective taken as part of an Intelligence Cell may not be deployed within 12" of any other Detectives taken as part of an Intelligence Cell. (Note – this includes all Intelligence Cells in your army, not just the one each Detective is taken as part of.)

Undercover Work: Each Detective in this Formation that deploys using the Infiltrate rule is Undercover. An Undercover unit has the Shrouded special rule until it Moves, Runs, Charges, is successfully Charged or Falls Back, at which point it immediately loses the Shrouded special rule for the rest of the battle.



RIOT RESPONSE DELEGATION



One of the more common occurrences that the Adeptus Arbites are called upon to deal with are various riots, demonstrations, protests, illegal assemblies and queue wars. Often the greatest deterrent to repeat occurrences is a swift, overwhelming and iron-fisted response. That is

where a riot response delegation comes in. Made up of the Arbitrators highly skilled in brutally efficient crowd-control and suppression techniques, as well as the swiftest response forces available, they put down the would-be insurrectionists hard and fast.



FORMATION:

- 2-4 Arbites Suppression Teams
- 0-1 Arbites Response Team
- 0-1 Arbites Cyber-Mastiff Hunting Pack

RESTRICTIONS:

None

COMMAND BENEFITS:

Mutual Support: Every non-vehicle unit in this Formation has the Counter-Attack and Stubborn special rules as long as they are within 6" of another non-vehicle unit from this Formation.

Suppression in Force: Every non-vehicle unit in this Detachment may re-roll failed Leadership tests when attempting to use either the Shield Wall Formation or Suppression Tactics Combat Drills.



RAPID PURSUIT DELEGATION



One of the unmistakable certainties about those who transgress against the Law of the Imperium is this: when confronted with the righteous defenders of the Law they will, almost invariably, attempt to flee. That few escape the long arm of the Emperor's Law for long is no deterrent.

Because of this nearly universal truth, all Arbites Precincts maintain teams of Arbitrators trained to pursue and apprehend fleeing criminal elements in whatever environments they may be faced with.



FORMATION:

- 2-4 Arbites Pursuit Teams
- 0-1 Arbites Sentinel Pursuit Teams
- 0-1 Arbites Cyber-Mastiff Hunting Pack
- 0-1 Arbites Castigator or Halligan

RESTRICTIONS:

None

COMMAND BENEFITS:

Hot Pursuit: Every non-vehicle unit in this Detachment may roll an extra D6 and discard the lowest roll when they make a Sweeping Advance.

Rapid Response: Every non-vehicle unit in this Detachment may roll an extra D6 and discard the lowest roll (after any re-rolls they may be entitled to) whenever they Run or Charge.





PRECINCT ARMOURY REQUISITION



The typical Arbites task teams are intentionally better armed and equipped than local planetary forces and even the Imperial Guard in order to better withstand the insurrections and rebellions that are nearly inevitable among all but the most faithful servants of the Emperor.

However, there are many circumstances that the task teams find difficult or impossible to handle without sufficient support. At these times, the Armoury Quartermaster will sanction the deployment of one or more special resources and support teams from the Precinct Armoury.

FORMATION:

- 1-5 Arbites Fire Support Teams
- 0-1 Arbites Response Team
- 0-1 Arbites Eagle Assault Shuttle
- 0-2 Arbites Castigators
- 0-2 Arbites Halligans

RESTRICTIONS:

If a Response Team is included in this Formation, you must upgrade the Arbitrators in the team to Executioners.

COMMAND BENEFITS:

All-Points Bulletin: At the start of the game, before deployment, nominate one unit in the enemy army. Non-vehicle units from this Formation have the Preferred Enemy special rule when making attacks against the nominated unit.



PRECINCT FORTIFICATIONS



In times of war, insurrection or large scale rioting, the Arbites make use of various mobile and static fortifications that complement their typical style of mid-ranged combat and suppression tactics. They will deploy lines of portable, pre-fabricated barricades to offer cover against enemy fire or improvised civilian weapons. They will also make use of emplaced, automated sentry weapons to supplement their own disciplined firing patterns.

When the fighting is truly fierce, they will fall back to their sector safe houses, which may house stockpiles of ammunition, communications equipment for coordinating their counter-attacks and stratagems, and heavy weapon emplacements for driving back all but the most determined foes. Here, behind walls of ferrocrete and under the watchful gaze of servitor-targeted weapons, every Arbitrator knows his duty to hold firm, for the Emperor!

FORMATION:

- 1 Pre-Fab Barricade Line
- 0-1 Arbites Sector House

RESTRICTIONS:

This Formation may only be taken as part of an Arbites Task Force Detachment, and only a single Precinct Fortifications Formation may be included in each Arbites Task Force Detachment.

COMMAND BENEFITS:

Resolute Defense: All friendly non-vehicle units with the Arbites Faction add +1 to their Leadership for Morale and Pinning Tests as long as they are within 6" of one or more models from this Formation.



PENAL BATTALION



When the Arbites are beset by foul heretics, rebels, invaders or worse, they will often call out and arm entire battalions from the Penal Legions. These are truly desperate men who have committed terrible crimes against the Imperium, given a chance to absolve themselves in death..

Given the most basic of weapons and almost certainly suicidal goals, these troops are led into battle by hardened Arbites officers known as Wardens, whose job it is to drive them into the teeth of the foe or execute them for cowardice if they refuse.



FORMATION:

- 1 Arbitor General
- 3+ Penal Legion Squads

RESTRICTIONS:

The Arbitor General must join one of the Penal Legion Squads during deployment, and cannot leave it during the course of the battle.

COMMAND BENEFITS:

Desperate Men: As long as the Arbitor General from this Formation is on the table, all Penal Legion Squads from this Formation have the Rampage special rule.

Penal Warden: All Penal Legion Squads from this Formation have the Stubborn special rule as long as they are within 6" of the Arbitor General from this Formation, or his unit.

APPENDIX

JUDICIAL WARLORD TRAITS TABLE

If an Arbites Judge is chosen as your army's Warlord, rather they must generate their Warlord Trait from the table below. An Arbitor General may roll on this table if you choose, or may choose one of the standard Warlord Trait tables in the Warhammer 40,000 Rulebook as normal. Any other Arbites model chosen as Warlord will only have access to the standard tables.

- | | |
|---|---|
| <p>1) Implacable Advance: <i>The Judge is relentless in pursuit of justice!</i></p> <p>The Judge and all friendly units with the Arbites faction within 6" have the Crusader special rule.</p> <p>2) Master Chastener: <i>The guilty must be punished severely!</i></p> <p>The Judge and any unit he is with have the Furious Charge and Rage special rules.</p> <p>3) Master Orator: <i>The Judge's words are the authority of the Law!</i></p> <p>The Judge counts as being equipped with the book of the law. If already equipped with the book of the law, he may confer the same special rule to D3 units each turn rather than just one.</p> | <p>4) Suppression Techniques: <i>None will stand firm against the Judge and his wrath!</i></p> <p>Enemy units take Pinning tests on 3D6 if they are caused by the Judge or his unit.</p> <p>5) Weight of the Law: <i>The terrible burden of the Judge's duty is almost palpable!</i></p> <p>The Judge has the Fear special rule.</p> <p>6) You're on MY Turf!: <i>The Judge knows the best avenues of attack and how best to catch the enemy off guard.</i></p> <p>Before deployment, the Judge may grant the Outflank Special Rule to up to D3 friendly units with the Arbites faction.</p> |
|---|---|



ADEPTUS ARBITES SPECIAL RULES

Combat Drills

In addition to their primary duties, all members of the Adeptus Arbites are expected to maintain a high level of training, and will often engage in formation drills, mock combat and other training exercises, not just within their unit, but intermingled with any and all other units in their Precinct. This allows them to fight as a very organized and efficient whole when they are called to battle.

During your Shooting phase, each unit with the Combat Drills special rule may take a Leadership test before they Shoot or Run, and as long as they are currently in Coherency, there is at least one Character in the unit, and the entire unit is made up of models with the Arbites faction. If the test is failed, the unit may not make use of any Combat Drills this turn. If the test is passed, you may choose one of the Combat Drills listed below to apply to the unit. Unless otherwise specified, the effects of a Combat Drill last until the start of your next turn. The effects of any Combat Drill are immediately lost if the unit fails a Morale Test, Goes to Ground for any reason or is no longer in Coherency at the end of a given phase.

Independent Characters with the Arbites faction benefit from any Combat Drill affecting their unit as long as they are joined to the unit. They immediately cease to be affected by any Combat Drill if they leave the unit.

Advancing Fire: The unit may immediately either Shoot and then Run, or Run and then Shoot, in the same Shooting Phase. The unit must complete both actions before you move onto the next unit – otherwise the chance to make the second action is forfeit. In addition, the unit may only fire Snap Shots during their Shooting Phase.

A model cannot Run if it fired a Heavy weapon during the same Shooting phase unless it has the Relentless special rule. Similarly, a model that has Run cannot then fire a Heavy weapon in the same Shooting phase unless it has the Relentless special rule. Models that cannot Run gain no benefit from this Combat Drill.

Coordinated Fire: The unit may not Run. All friendly units with the Combat Drills special rule may draw line of sight through a unit using this Combat Drill as if they were all members of the same unit, and my shoot through the unit without conferring a Cover Save.

Defensive Fire: The unit counts their Ballistic Skill as 2 when firing Overwatch. In addition, they inflict D3+1 hits when resolving Wall of Death Attacks rather than the normal D3.

Shield Wall: This Combat Drill may only be used if every model in the unit is equipped with a Riot Shield and/or a Suppression Shield. The unit may not Run or perform a Sweeping Advance. However, all models in the unit may re-roll any failed Armour Saves and Invulnerable Saves, and are not affected by Defensive Grenades during the Assault Phase.

Suppression Tactics: The unit treats all of their shooting weapons as having the Pinning special rule. Enemy units that pass a Pinning Test caused by a unit using this Combat Drill will be unable to fire Overwatch for the rest of the Turn.

Call for Backup:

Arbitrators invariably spend their first few years as part of a patrol team, and develop a strong familiarity with their jurisdiction. Due to this collective familiarity, an Arbites precinct is usually able to carefully coordinate their reinforcements and troop movements.

When making Reserve Rolls for units with the Arbites Faction, the controlling player ignores the normal rules and instead makes a number of D6 rolls equal to the number of units with the Arbites faction held in Reserve. For each roll of 3 or more, the controlling player must select one unit with the Arbites faction held in Reserve to arrive that turn. Independent Characters joined to units will arrive when the unit they are joined to arrives, regardless of the Independent Character's Faction.

Crackdown:

Some weapons are capable of delivering a nasty electric shock or a staggering blow that is able to render the foe unconscious.

When Attacking with a weapon that has this special rule, a successful To Wound roll of 6 causes 2 Wounds on the target unit. Each Wound is allocated and saved against separately.

Maul Proficiency:

Some Arbites officers train heavily in maul-based combat, the better to subdue any foe. A skilled maul-fighter is able to lay low even the most skilled opponents with deft strikes from these debilitating weapons.

A model with this special rule confers both the Concussive and Crackdown special rules to any Attacks they make with a Shock Maul, Power Maul, Thunder Maul or Force Rod, and may re-roll To Hit rolls of 1 when using any of these weapons.

The Thin Blue Line:

The Adeptus Arbites are often the first and last line of defense against many of the threats that face Imperial worlds, be it insurrection, invasion or something even more insidious. As they are nearly incorruptible, the Arbites are often the first target in the event of an uprising or coup, and are often caught flat-footed by the suddenness of the enemy's unexpected attack.

If your Primary Detachment is chosen from Codex: Adeptus Arbites, then rather than rolling off to see who will deploy first and take the first turn as is normal in most scenarios, the Arbites player may always choose which deployment zone to use and must deploy his forces first, but his opponent will always be allowed to choose whether to go first or second after deployment is finished. The Arbites player may still attempt to seize the initiative if his opponent elects to go first.

If both players have rules concerning who chooses deployment zone, who deploys first and/or who goes first, any conflicting portions of these rules cancel each other out and the normal rules are used instead.



ADEPTUS ARBITES WARGEAR

RANGED WEAPONS

Arbites Combat Shotgun

The standard issue Arbites combat shotgun is equipped with a shot selector, allowing the Arbitrator to fire either solid slug “manstopper” rounds or the special executioner rounds for which the Arbites are known and feared. These special rounds are each equipped with a weak machine spirit that guides them unerringly to their target, although it takes a few moments for the machine spirit to lock on.

Each time a model equipped with a combat shotgun fires, the controlling player may choose which type of ammunition is being used. Executioner shells may not be used to fire snap shots.

Manstopper Shells

Range	Strength	AP	Type
12"	4	-	Assault 2

Executioner Shells

Range	Strength	AP	Type
18"	4	5	Assault 1, Ignores Cover, Twin-Linked, No Snap Shots

Arbites Grenade Launcher

The Arbites pattern grenade launcher is specially designed to suit the needs of the Arbitrators in their duties. Typically issued with a wide selection of grenades, the Arbites grenade launcher offers a range of options for dealing with criminals, traitors, rioters and invaders.

Each time a model equipped with a grenade launcher fires, the controlling player may choose which type of ammunition is being used.

Choke Grenades

Range	Strength	AP	Type
24"	1	-	Assault 1, Blast, Pinning, Poisoned (5+)

Frag Grenades

Range	Strength	AP	Type
24"	3	6	Assault 1, Blast

Krak Grenades

Range	Strength	AP	Type
24"	6	4	Assault 1

Shock Grenades

Range	Strength	AP	Type
24"	1	-	Assault 1, Blast, Blind

Grapplehawk

The grapplehawk is a large cyber-converted avian creature used by the Arbites to hunt and capture fleeing perpetrators. They are armoured and fitted with enhanced sensor equipment and grav-assisted flight systems, as well as metal hooks and taser-spikes for incapacitating their prey. Their main processing cortex is usually patterned on the preying instincts of large avians adapted for the types of environs they will be expected to navigate.

A model with a grapplehawk may use it in the shooting phase in addition to any other Shooting attacks it is allowed to make. Furthermore, a unit containing at least one grapplehawk gains a +1 bonus to their Initiative value when they make a Sweeping Advance.

Range	Strength	AP	Type
18"	4	-	Assault D3, Pinning

Hurricane Bolters

A hurricane bolter consists of three twin-linked bolters, fired as a single weapon.

Halligan Missile Launcher

The Halligan Missile Launcher is a short-ranged, armour piercing weapon specially designed for the Adeptus Arbites. It is their weapon of choice when they need to break through a heavily armoured wall or gate. The missiles it fires are capped off with a warhead specifically designed to blow through thick plascrete walls or adamantium gates.

Range	Strength	AP	Type
24"	7	3	Heavy 2, Armourbane, Twin-Linked

Large-Bore Stubber

Small but powerful, large-bore stubbers are issued to Arbites officers and Detectives as tools of intimidation. They are suitably loud and leave large, bloody wounds in vulnerable flesh, effectively deterring many would-be attackers. Moderately effective over short distances, a large-bore stubber is most useful in very close quarters as they are compact and capable of blowing through up to six inches of plascrete at point blank range.

A large-bore stubber has two different profiles, depending on whether you are using it for Shooting or in Close Combat.

Range	Strength	AP	Type
8"	4	5	Pistol
-	4	5	Melee, Rending



Web Weapons

Webbers launch streams of sticky liquid that harden into constricting nets as they travel through the air, ensnaring and neutralising the target. The more they struggle, the tighter the net will draw, ensuring that all but the strongest of foes will be incapacitated.

Webber

Range	Strength	AP	Type
Template	3	-	Assault 1, Strikedown

Web Cannon

Range	Strength	AP	Type
Template	5	6	Assault 1, Strikedown, Torrent

MELEE WEAPONS

Mancatcher

The term “mancatcher” is used to describe a variety of hand-held snaring devices carried by some members of the Arbites. They may take the form of a large grabbing claw, a length of flexible steel cord threaded through a long pole, or even more sophisticated devices such as electro-net launchers and pulse-charged bolas.

Once during each round of close combat, a model with a mancatcher may reduce the Attacks value of a single model in base contact by 1 (to a minimum of 1) immediately before that model makes its Attacks.

Range	Strength	AP	Type
-	User	-	Melee, Two-Handed

Servo-Arm

Techpriests are equipped with powerful servo-arms that can be used for battlefield repairs or even put to use as weapons.

Range	Strength	AP	Type
-	x2	1	Melee, Unwieldy, Specialist Weapon



Shock Weapons

Shock mauls and similar weapons are designed to be generally non-lethal though they are still blunt instruments and can be deadly if wielded with sufficient force. Shock weapons work by incapacitating the target through electrical shocks released on impact, and targets may still be dazed by the blow even if they are otherwise unharmed.

Shock Claw

Range	Strength	AP	Type
-	+1	5	Melee, Crackdown

Shock Lance

Range	Strength	AP	Type
-	+1/User*	5/6*	Melee, Crackdown

* Shock Lances have two profiles for both Strength and AP. The first is used only on a turn in which a model charges; the second is used at all other times.

Shock Maul

Range	Strength	AP	Type
-	+1	6	Melee, Crackdown

Thunder Maul

The thunder maul is a larger version of the power maul which contains an overcharged disruption field. Models vary in appearance, with some resembling a large feudal mace or massive hammer, and others looking more like a hand-held battering ram.

Range	Strength	AP	Type
-	x2	3	Melee, Concussive, Two-Handed

GRENADES

Breaching Charges

Breaching charges are heavy shaped charges designed to blast through armoured bulkheads with ease. They are similar in design to Krak grenades, but they pack more punch and have a more directed blast, allowing them to more easily penetrate armour. However, they must be securely clamped onto their target for maximum effect, and require extensive training to be used properly.

Breaching charges are Krak Grenades as described in the Warhammer 40,000 Rulebook. In addition, breaching charges gain the Armourbane special rule when making close combat attacks against buildings and any vehicle with a Weapon Skill of 0.

Choke Grenades

Choke grenades are unique to the Adeptus Arbites. They emit thick clouds of heavy, noxious smoke that causes victims to choke and gag. On contact with many surfaces, it also forms a sticky residue, impeding movement.

Choke Grenades are Assault Grenades as described in the Warhammer 40,000 Rulebook, except they use the below profile when used to make a Shooting attack.

Range	Strength	AP	Type
8"	1	5	Assault 1, Blast, Pinning, Poisoned (5+)

Shock Grenades

Shock grenades emit a blinding flash and a concussive report upon impact, which is able to temporarily distract or disorient those nearby.

Shock Grenades are Defensive Grenades as described in the Warhammer 40,000 Rulebook.

Shroud Grenades

To augment their short-ranged firepower in more open engagements, some Arbites teams carry special-issue shroud grenades that emit dense, wide-area smoke screens to help cover their advance.

A model carrying Shroud Grenades may use them in the Shooting phase instead of firing a weapon, and may not use them if their unit chooses to Run. Shroud Grenades must be used before the unit fires any other weapons. If Shroud Grenades are used, the model's entire unit gains the Shrouded special rule until the beginning of the controlling player's next turn, but may only fire Snap Shots during the current Shooting phase. The unit immediately loses the Shrouded special rule if they successfully assault an enemy unit or make use of the Jink special rule.

OTHER EQUIPMENT

Auspex

A compact and short-ranged scanning device, the auspex utilises a variety of broad wavelength detection modes to pinpoint the locations of concealed enemies, so that none may escape the long arm of the Arbites.

A model with an auspex can use it in place of making a shooting attack. If he does so, target an enemy unit within 12" (this does not count as choosing a target for his unit to shoot at). A unit that is targeted by one or more auspexes has its cover save reduced by 1 until the end of the phase.

Badge of Office

The higher ranking members of the Adeptus Arbites are gifted with a badge of office which, in addition to serving as a symbol of their authority, contains a small refractor field generator, which offers the wearer some protection against most forms of attack.

A badge of office confers a 5+ invulnerable save.

Book of the Law

This mighty tome contains excerpts from many of the most ancient and influential passages of the *Lex Imperialis*, any of which may have even been handed down from the Emperor himself.

A model equipped with the Book of the Law may read from it at the start of each Arbites turn provided he is not currently locked in combat. One friendly unit with the Arbites faction within 12" may be granted one of the following special rules until the start of your next turn: Crusader, Hatred, Rage or Stubborn. A unit may only be affected by one Book of the Law each turn.

Cyber-Mastiff

Cyber-mastiff is a catch-all term for a number of different attack-constructs which take the form of either cybernetically-enhanced canines or completely artificial constructs with similar form and function. Cyber-mastiffs have an in-built hunting and attack instinct, and respond only to commands issued by those it is programmed to obey – usually only the Arbitrators in the precinct it is assigned to. They are generally used to track fleeing perpetrators through all manner of environs, as they possess powerful sensor packages that allow them to follow even the faintest of trails. When their quarry is located, the attack command is given, sending the cyber-mastiff to chase down and subdue the target.

A cyber-mastiff bought as wargear is a separate model, and is treated in all ways exactly like a cyber-mastiff purchased as part of a Cyber-Mastiff Hunting Pack. If a model with a cyber-mastiff is slain, the cyber-mastiff is removed too – it is assumed to drag its master's body to a place of safety. An Independent Character and his cyber-mastiff form a small unit together, but may still join other units. In all cases, the cyber-mastiff is treated just like any other member of the unit.

Forensus

Also known as a verispex or guiltfinder, a forensus is a kit containing an array of devices used by Arbites investigators for identifying criminals, reconstructing crimes, recording interrogations, etc. It is also useful for studying the actions of the Investigator's opponents to determine weaknesses in their fighting styles and battle formations.

After he has spent at least one full game turn on the board, a model with a forensus bestows the 'Preferred Enemy' special rule on his unit as long as he is still alive.

Medi-pack

Medi-packs contain all the necessary drugs, dressings and surgical tools a field-medical requires to treat battle wounds and injuries.

A unit that contains at least one model with a medi-pack has the Feel No Pain special rule.

Riot Shield

A typical riot shield is made up of a plate of hardened armaplas or a similar material, and incorporates a firing port designed to accommodate many weapons used by the Arbites. Arbitrators use them to advance under fire, shielding one another from harm.

If a model with a riot shield is in base contact with one or more models with a riot shield from the same unit, it has a +1 Armour Save, but may never claim the +1 Attack bonus for being armed with two close combat weapons in an Assault. A model may carry either riot shield or a suppression shield, but never both.

Signum

The Signum is a communication device that quickly processes and broadcasts targeting data. This ancient piece of technology allows one member of an Arbites Team to fire with even greater accuracy, battering vital targets with a hail of unerring shots.

At the start of the Shooting phase, a model with a signum can choose to use it instead of shooting. If he does so, one model in his squad is Ballistic Skill 5 for the remainder of the Shooting phase. Declare that the signum is being used before any rolls To Hit are made.

Rosarius

A Rosarius is a badge of faith incorporating a powerful conversion field that protects its wearer from harm.

A Rosarius confers a 4+ invulnerable save.

Spotting Scope

The Spotter in a Fire Support Team carries a specialised spotting scope which he can use to support and augment the capabilities of the Gunner. Fire Support Teams train together for years to be able to work in tandem in a combination that is greater than the sum of its parts.

As long as the Spotter in a Fire Support Team is alive and doesn't shoot, he may grant his Gunner's shots one of the following special rules for the duration of that Shooting phase: Monster Hunter, Night Vision, Skyfire, Tank Hunters or Twin-Linked. These rules will not apply to snap shots. If the Gunner is armed with a Sniper Rifle, the Spotter may instead cause any hit the Gunner makes to automatically be a Precision Shot. You must declare which rule you are using prior to rolling any To Hit dice.

Suppression Shield

The Arbites suppression shield consists of a lightweight plate of armaplas sheathed in a cracking energy field which forms a protective barrier for the wielder. The Arbites are trained to use the shield for both defense and attack, slamming the shield and its energy field into their enemies as they plow into them.

A model equipped with a suppression shield has a 4+ invulnerable save, but can never claim the +1 Attack bonus for being armed with two close combat weapons in an Assault. The suppression shield confers the Counter Attack and Hammer of Wrath special rules on the model carrying it. A model may carry either a riot shield or a suppression shield, but never both.

VEHICLE UPGRADES

Ballistic Shield

Some Apprehender pattern Sentinels are equipped with an armaplas shield similar to the riot shields used by many Arbites units. The Sentinel driver is able to pivot the shield to present optimal deflection angles for incoming fire.

A Sentinel equipped with a ballistic shield has a 5+ invulnerable save against glancing and penetrating hits, as long as the attack did not hit its rear armour.

Ceramite Plating

The Eagle Assault Shuttle's hull plates are designed to protect it from the extreme conditions of orbital re-entry, but they also serve to thwart the fury of certain weapons.

Weapons with the Melta rule do not gain the extra D6 armour penetration when shooting at an Eagle Assault Shuttle.

Riot Plow

A riot plow is a large, heavy plate attached to the front of a vehicle and designed to push through and disperse crowds of rioters.

Any enemy unit that is Tank Shocked by a unit with a Riot Plow must re-roll successful Morale checks. In addition, a vehicle equipped with a riot plow adds +1 to its Armour Value (to a maximum of 14) for the purposes of Death or Glory attacks only.

Web Launchers

Some Arbites vehicles are fitted with a system designed to disperse webber fluid in a wide area, slowing would-be attackers and giving the crew more time to react to the threat.

Any enemy unit attempting to charge a vehicle with web launchers will be treated in all respects as attempting to charge through difficult terrain.

ARTEFACTS OF ORDINANCE

The sacred relics of the Adeptus Arbites are items of incredible rarity. Only one of each of the following items may be chosen per army – there is likely only one of each of these items in the galaxy!

Book of Precepts

This massive tome was compiled by the revered Judge Traggat, collecting many of the most important and influential verdicts and decisions of the greatest Judges, as well as many recorded statements conveying their wisdom. It was later amended by his peers and disciples to include many of his own pronouncements as well.

All units within 12" of a model with the Book of Precepts automatically pass the Leadership test for using Combat Drills.

Bulwark of Adamant

The Bulwark of Adamant is a marvel of forgotten technology, said to have been created at the same time as the Adeptus Arbites itself. It is constructed using materials and processes that continue to baffle those of the Adeptus Mechanicus who have studied it – that is during those rare times when it has been allowed to rest from service to the Arbites.

The bulwark of adamant is treated as a suppression shield for all purposes. In addition, a model carrying the bulwark of adamant may re-roll any failed Armour Saves and Invulnerable Saves and gains the Eternal Warrior special rule.

Final Verdict

This mighty hammer has sealed the fate of many foul heretics and lawbreakers. It is thought to have been commissioned by the thirteenth Grand Provost Marshall of the Adeptus Arbites. However, it was presented to his successor upon its completion due to his untimely death at the hands of a traitorous scribe. Its first act was the pulverization of the wretched scum who had slain its intended master, and it has since carried out sentence upon untold multitudes of the guilty.

Stormwing

The grapplehawk designated "Stormwing" was built during the Age of Apostasy. One of dozens of such constructs to be crafted specifically for the reclamation force led by Judge Columbeaux, it is the only surviving example known. Columbeaux's grapplehawks were designed to be swift and vicious, able to quickly subdue their quarry for capture and castigation. No expense was spared in their construction, and their combat programming was highly advanced, patterned after a now-extinct species of raptors from a death world now long-lost to the Imperium. That Stormwing continues to serve the Arbites after so long a time is testament to the expert craftsmanship that put him together.

A model with Stormwing may use it in the shooting phase in addition to any other Shooting attacks it is allowed to make. Furthermore, a unit containing Stormwing gains a +2 bonus to their Initiative value when they make a Sweeping Advance. (This is not cumulative with the +1 bonus provided by a grapplehawk.)

Range	Strength	AP	Type
18"	4	-	Assault D6, Pinning

Thunderstrike

"Thunderstrike" is a stub pistol that is overly loud and packs an extreme kick, reducing its effective range and making it difficult to use with much finesse. It is, however, an undoubtedly effective weapon with a fearsome reputation that it has gained over its long career.

Thunderstrike has two different profiles, depending on whether you are using it for Shooting or in Close Combat. In addition, a model equipped with Thunderstrike has the Fear special rule.

Range	Strength	AP	Type
6"	5	4	Pistol, Master-Crafted, Pinning
-	5	4	Melee, Master-Crafted, Rending, Unwieldy

Range	Strength	AP	Type
-	8	1	Melee, Concussive, Crackdown, Two-Handed, Unwieldy

VIRTUS LEX PSYCHIC DISCIPLINE

Over the long millennia, the Arbites Departmento Psionica has developed a training regimen for members of the Adeptus Arbites who show an aptitude for manipulating the powers of the Warp. The focus of this training is in using abilities of both physical and mental manipulation to aid the Arbites Psionics in their task of hunting down and capturing or eliminating criminal threats.

Primaris Power

Suppression Warp Charge 1

The Psyker clouds the minds of his enemies, rendering them confused and slowing their reactions and coordination.

Suppression is a **malediction** that targets a single enemy unit within 18". Whilst the power is in effect, the target unit may not fire Overwatch or make use of the Interceptor special rule if they have it.

(1) Detection Warp Charge 1

The Psyker reaches out with his senses, attempting to detect the exact position of any concealed enemies and convey that information to his fellow Arbitrators.

Detection is a **blessing** that targets the Psyker. Whilst the power is in effect, any Shooting attacks made by the Psyker and his unit gain the Ignores Cover special rule. In addition, the Psyker and his unit may ignore the effects of the Invisibility psychic power on any enemy unit.

(2) Hammer of Justice Warp Charge 1-3

The Psyker draws upon his belief in the justice of the Lex Imperialis, conjuring forth a tangible manifestation of the weight of the law, willing their foes to be crushed by their own guilt.

Hammer of Justice is a **witchfire** power. It can be manifested using 1, 2 or 3 Warp Charge points – declare how many Warp Charge points will be used before attempting to manifest the power. If you use 1 Warp Charge point, use the profile below. If you use 2 Warp Charge points, modify the profile below to Large Blast. If you use 3 Warp Charge points, modify the profile below to Massive Blast.

Range	Strength	AP	Type
18"	6	3	Assault 1, Blast, Pinning

(3) Lockdown Warp Charge 1

The Psyker attempts to bind the enemy in place with the power of the warp, slowing them or even stopping them in their tracks.

Lockdown is a **malediction** that targets a single enemy unit within 12". If the target is a non-vehicle unit, it must take an immediate Pinning test, and must move as if it is in Difficult Terrain whilst the power is in effect. If the target is a vehicle (or vehicle squadron), roll a D6 for each vehicle in the unit and consult the below chart to determine the effect. (This power will never cause any Hull Points to be lost.)

D6	Result
1-2	Crew Shaken
3-5	Crew Stunned
6	Immobilised

(4) Audentia Lex Warp Charge 1

The Psyker emboldens his fellows, strengthening their faith in the Emperor and their devotion to the Law.

Audentia Lex is a **blessing** that targets the Psyker and all friendly units within 18" of the Psyker. Whilst this power is in effect, all affected units gain the Stubborn special rule. Affected units which have gone to ground can move, shoot and charge normally this turn.

(5) Long Arm of the Law Warp Charge 2

The Psyker uses his talents to reach out into the minds of his allies and enemies alike, allowing him to direct his fellows in the course of action which will prove most beneficial or catch the enemy off guard.

Long Arm of the Law is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker and his unit have the Counter-attack and Preferred Enemy special rules and fire Overwatch on their full Ballistic Skill, rather than Ballistic Skill 1. Note that this does not allow weapons that could not normally fire on Overwatch to do so.

(6) Verdict Warp Charge 2

The Psyker pronounces judgment on the enemy, declaring their guilt and ensuring their destruction by guiding the shots and blows of his fellow Arbitrators to the enemy's weakest points.

Verdict is a **malediction** that targets a single non-vehicle enemy unit within 18". Whilst the power is in effect, all friendly units with the Arbites faction may re-roll any failed To Wound rolls made against the target unit.



ADEPTUS ARBITES TACTICAL OBJECTIVES

Codex: Adeptus Arbites describes six Tactical Objectives to use in your games that are exclusive to Arbites players and help to reflect the defensive and suppressive tactics used by the Arbites when faced with combat situations.

If your Warlord has the Arbites Faction, these Tactical Objectives replace the Capture & Control Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules*.

If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives (see *Warhammer 40,000: The Rules*) with the following exception: when an Arbites player generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), the Arbites layer instead generates the corresponding Adeptus Arbites Tactical Objective, as shown in the table opposite.

Other Tactical Objectives (numbers 21-66) are generated normally, as described in *Warhammer 40,000: The Rules*.

<u>D66</u>	<u>Result</u>
11	Perfect Drill
12	Cracking Skulls
13	Suppression in Force
14	Shrouded Advance
15	Forced Entry
16	Crowd Dispersal

11 PERFECT DRILL

TYPE: ARBITES

The enemy cannot hope to stand against the perfectly ordered drills of the Arbites.

Score 1 Victory Point at the end of your turn if at least three Arbites units passed their Leadership tests to use the Combat Drills special rule.

12 CRACKING SKULLS

TYPE: ARBITES

When it is time to get up close and personal, nothing beats a solid blow from a maul.

Score 1 Victory Point at the end of your turn if at least three enemy models were slain by models in your army with the Maul Proficiency special rule.

13 SUPPRESSION IN FORCE

TYPE: ARBITES

Specialised weapons and tactics force the enemy to keep their heads down as the Arbites advance.

Score 1 Victory Point at the end of your turn if at least one enemy unit failed a Pinning test this turn. Alternatively, score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed during your Assault phase after having passed a Pinning test caused by a unit using the Suppression Tactics Combat Drill.

14 SHROUDED ADVANCE

TYPE: ARBITES

Advancing under the cover of a shroud of concealing smoke is a standard tactic in open terrain.

Score 1 Victory Point at the end of your turn if at least three of your units ended the turn closer to the enemy than they were at the start of the turn and are currently protected by shroud grenades.

15 FORCED ENTRY

TYPE: ARBITES

Some Arbitrators train heavily in breaching and forced entry tactics.

Score 1 Victory Point at the end of your turn if you cause at least one Penetrating Hit on a building controlled or claimed by the enemy during your Assault Phase. If you cause 3 or more Penetrating Hits on buildings controlled or claimed by the enemy during your Assault Phase, score D3 Victory Points instead.

16 CROWD DISPERSAL

TYPE: ARBITES

The Adeptus Arbites has a well-deserved reputation for scattering rioters like leaves on a breeze.

Score 1 Victory Point at the end of your turn if at least one enemy unit failed a Morale check due to being Tank Shocked during your turn. If 3 to 5 enemy units failed Morale checks due to being Tank Shocked during your turn, score D3 Victory Points instead. If 6 or more enemy units failed Morale checks due to being Tank Shocked during your turn, score D3+3 Victory Points instead.



REFERENCE

ARMY SPECIAL RULES

Combat Drills: During your Shooting phase, each unit with the Combat Drills special rule may take a Leadership test before they Shoot or Run, and as long as they are currently in Coherency, there is at least one Character in the unit, and the entire unit is made up of models with the Arbites faction. If the test is failed, the unit may not make use of any Combat Drills this turn. If the test is passed, you may choose one of the Combat Drills listed below to apply to the unit. Unless otherwise specified, the effects of a Combat Drill last until the start of your next turn. The effects of any Combat Drill are immediately lost if the unit fails a Morale Test, Goes to Ground for any reason or is no longer in Coherency at the end of a given phase.

Independent Characters with the Arbites faction benefit from any Combat Drill affecting their unit as long as they are joined to the unit. They immediately cease to be affected by any Combat Drill if they leave the unit.

Advancing Fire: The unit may immediately either Shoot and then Run, or Run and then Shoot, in the same Shooting Phase. The unit must complete both actions before you move onto the next unit – otherwise the chance to make the second action is forfeit. In addition, the unit may only fire Snap Shots during their Shooting Phase.

A model cannot Run if it fired a Heavy weapon during the same Shooting phase unless it has the Relentless special rule. Similarly, a model that has Run cannot then fire a Heavy weapon in the same Shooting phase unless it has the Relentless special rule. Models that cannot Run gain no benefit from this Combat Drill.

Coordinated Fire: The unit may not Run. All friendly units with the Combat Drills special rule may draw line of sight through a unit using this Combat Drill as if they were all members of the same unit, and my shoot through the unit without conferring a Cover Save.

Defensive Fire: The unit counts their Ballistic Skill as 2 when firing Overwatch. In addition, they inflict D3+1 hits when resolving Wall of Death Attacks rather than the normal D3.

Shield Wall: This Combat Drill may only be used if every model in the unit is equipped with a Riot Shield and/or a Suppression Shield. The unit may not Run or perform a Sweeping Advance. However, all models in the unit may re-roll any failed Armour Saves and Invulnerable Saves, and are not affected by Defensive Grenades during the Assault Phase.

Suppression Tactics: The unit treats all of their shooting weapons as having the Pinning special rule. Enemy units that pass a Pinning Test caused by a unit using this Combat Drill will be unable to fire Overwatch for the rest of the Turn.

Call for Backup: When making Reserve Rolls for units with the Arbites Faction ignore the normal rules and instead roll a D6 for each unit with the Arbites faction Reserve. For each roll of 3 or more, you must select one unit with the Arbites faction in Reserve to arrive that turn.

Crackdown: When Attacking with a weapon that has this special rule, a successful To Wound roll of 6 causes 2 Wounds on the target unit. Each Wound is allocated and saved against separately.

Maul Proficiency: The model has the Concussive and Crackdown special rules for any Attacks made with a Shock Maul, Power Maul, Thunder Maul or Force Rod, and may re-roll To Hit rolls of 1 with these weapons.

The Thin Blue Line: If your Primary Detachment is chosen from Codex: Adeptus Arbites, then rather than rolling off to see who will deploy first and take the first turn as is normal in most scenarios, the Arbites player may always choose which deployment zone to use and must deploy his forces first, but his opponent will always be allowed to choose whether to go first or second after deployment is finished. The Arbites player may still attempt to seize the initiative if his opponent elects to go first.

All of the rules and tables here are condensed for ease of reference. If you need the full rule, see its entry in the main pages of the book.

JUDICIAL WARLORD TRAITS

1) Implacable Advance: The Judge and all friendly units with the Arbites faction within 6" have the Crusader special rule.

2) Master Chastener: The Judge and any unit he is with have the Furious Charge and Rage special rules.

3) Master Orator: The Judge counts as being equipped with the book of the law. If already equipped with the book of the law, he may confer the same special rule to D3 units each turn rather than just one.

4) Suppression Tactics: Enemy units take Pinning tests on 3D6 if they are caused by the Judge or his unit.

5) Weight of the Law: The Judge has the Fear special rule.

6) You're on MY Turf!: Before deployment, the Judge may grant the Outflank Special Rule to up to D3 friendly units with the Arbites faction.

WEAPONS

Breaching Charges: Breaching charges are Krak Grenades as described in the Warhammer 40,000 Rulebook. In addition, breaching charges gain the Armourbane special rule when making close combat attacks against buildings and any vehicle with a Weapon Skill of 0..

Choke Grenades: Choke grenades are assault grenades with the profile given below.

Grapplehawk: A model with a grapplehawk may use it in addition to shooting. A unit containing at least one grapplehawk gains a +1 bonus to their Initiative when they make a Sweeping Advance.

Hurricane Bolters: A hurricane bolter counts as three twin-linked bolters, fired as a single weapon.

Mancatcher: A model with a mancatcher may reduce the Attacks of a single model in base contact by 1.

Shock Grenades: Shock grenades are defensive grenades.

Shroud Grenades: A model carrying Shroud Grenades may use them in the Shooting phase instead of firing a weapon, and may not use them if their unit chooses to Run. Shroud Grenades must be used before the unit fires any other weapons. If Shroud Grenades are used, the model's entire unit gains the Shrouded special rule until the beginning of the controlling player's next turn, but may only fire Snap Shots during the current Shooting phase. The unit immediately loses the Shrouded special rule if they successfully assault an enemy unit or make use of the Jink special rule.

OTHER EQUIPMENT

Auspex: A model with an auspex can use it instead of shooting. Target an enemy unit within 12". A unit targeted by one or more auspexes has its cover save reduced by 1 until the end of the phase.

Badge of Office: A badge of office confers a 5+ invulnerable save.

Book of the Law: A model equipped with the Book of the Law may read from it at the start of each Arbites turn provided he is not currently locked in combat. One friendly unit with the Arbites faction within 12" may be granted one of the following special rules until the start of your next turn: Crusader, Hatred, Rage or Stubborn. A unit may only be affected by one Book of the Law each turn.

Cyber-Mastiff: If a model with a cyber-mastiff is slain, the cyber-mastiff is removed too. An Independent Character and his cyber-mastiff form a small unit together, but may still join other units.

Det-Collars: As long as the Penal Custodian is alive, whenever a Penal Legion squad fails a Morale or Pinning Test you may choose remove a single Penal Legionnaire or Beastman as a casualty, with no saves of any kind allowed. The unit then counts as having passed the Morale or Pinning Test.

Forensus: After he has spent at least one full game turn on the board, a model with a forensus bestows the 'Preferred Enemy' special rule on his unit as long as he is still alive.

Frenzon: A model using frenzon has the Furious Charge and Rage special rules. Immediately after the Initiative 1 step of any close combat they are involved in, but before determining the results of the Assault, roll a D6 for each model equipped with frenzon. For each roll of 1, the unit takes a S3 Hit with no saves of any kind allowed. Casualties from frenzon are randomly determined from among all Penal Legionnaires or Beastmen, and count toward the assault results.

Medi-pack: A unit that contains at least one model with a medi-pack has the Feel No Pain special rule.

Riot Shield: If a model with a riot shield is in base contact with one or more models with a riot shield from the same unit, it has a +1 Armour Save, but may never claim the +1 Attack bonus for being armed with two close combat weapons in an Assault. A model may carry either riot shield or a suppression shield, but never both.

Signum: At the start of the Shooting phase, a model with a signum can choose to use it instead of shooting. If he does so, one model in his squad is Ballistic Skill 5 for the remainder of the Shooting phase. Declare that the signum is being used before any rolls To Hit are made.

Spotting Scope: As long as the Spotter in a Fire Support Team is alive and doesn't shoot, he may grant his Gunner's shots one of the following special rules for the duration of that Shooting phase: Monster Hunter, Night Vision, Skyfire, Tank Hunters or Twin-Linked. These rules will not apply to snap shots. If the Gunner is armed with a Sniper Rifle, the Spotter may instead cause any hit the Gunner makes to automatically be a Precision Shot. You must declare which rule you are using prior to rolling any To Hit dice.

Suppression Shield: A model equipped with a suppression shield has a 4+ invulnerable save, but can never claim the +1 Attack bonus for being armed with two close combat weapons in an Assault. The suppression shield confers the Counter Attack and Hammer of Wrath special rules on the model carrying it. A model may carry either a riot shield or a suppression shield, but never both.

VEHICLE UPGRADES

Ballistic Shield: A Sentinel equipped with a ballistic shield has a 5+ invulnerable save against glancing and penetrating hits, as long as the attack did not hit its rear armour.

Ceramite Plating: Weapons with the Melta rule do not gain the extra D6 armour penetration when shooting at an Eagle Assault Shuttle.

Enclosed Cabin: Sentinels with the enclosed cabin upgrade no longer have the 'Open-topped' portion of their unit type.

Riot Plow: Any enemy unit that is Tank Shocked by a unit with a Riot Plow must re-roll successful Morale checks. In addition, a vehicle equipped with a riot plow adds +1 to its Armour Value (to a maximum of 14) for the purposes of Death or Glory attacks only.

Web Launchers: Any enemy unit attempting to charge a vehicle with web launchers will be treated in all respects as attempting to charge through difficult terrain.



"May this monument stand for all time in memorium of the bravery and sacrifice of the men and women of the Adeptus Arbites. May they now find the Emperor's peace.

Willingly did they lay down their lives for their Emperor to hold back the heretical insurgents, the teeming masses of those corrupted by the Great Devourer.

May their sacrifice be an example to us all."

Inscription upon a monument to the heroes of Ichar IV

PSYCHIC POWERS

(Primaris) Suppression

Warp Charge 1

Suppression is a malediction that targets a single enemy unit within 18". Whilst the power is in effect, the target unit may not fire Overwatch or make use of the Interceptor special rule if they have it.

(1) Detection

Warp Charge 1

Detection is a blessing that targets the Psyker. Whilst the power is in effect, any Shooting attacks made by the Psyker and his unit gain the Ignores Cover special rule. In addition, the Psyker and his unit may ignore the effects of the Invisibility psychic power on any enemy unit.

(2) Hammer of Justice

Warp Charge 1-3

Hammer of Justice is a witchfire power. It can be manifested using 1, 2 or 3 Warp Charge points – declare how many Warp Charge points will be used before attempting to manifest the power. If you use 1 Warp Charge point, use the profile below. If you use 2 Warp Charge points, modify the profile below to Large Blast. If you use 3 Warp Charge points, modify the profile below to Massive Blast.

Range	Strength	AP	Type
18"	6	3	Assault 1, Blast, Pinning

(3) Lockdown

Warp Charge 1

Lockdown is a malediction that targets a single enemy unit within 12". If the target is a non-vehicle unit, it must take an immediate Pinning test, and must move as if it is in Difficult Terrain whilst the power is in effect. If the target is a vehicle (or vehicle squadron), roll a D6 for each vehicle in the unit and consult the below chart to determine the effect. (This power will never cause any Hull Points to be lost.)

D6	Result
1-2	Crew Shaken
3-5	Crew Stunned
6	Immobilised

(4) Audentia Lex

Warp Charge 1

Audentia Lex is a blessing that targets the Psyker and all friendly units within 18" of the Psyker. Whilst this power is in effect, all affected units gain the Stubborn special rule. Affected units which have gone to ground can move, shoot and charge normally this turn.

(5) Long Arm of the Law

Warp Charge 2

Long Arm of the Law is a blessing that targets the Psyker. Whilst the power is in effect, the Psyker and his unit have the Counter-attack and Preferred Enemy special rules and fire Overwatch on their full Ballistic Skill, rather than Ballistic Skill 1. Note that this does not allow weapons that could not normally fire on Overwatch to do so.

(6) Verdict

Warp Charge 2

Verdict is a malediction that targets a single non-vehicle enemy unit within 18". Whilst the power is in effect, all friendly units with the Arbites faction may re-roll any failed To Wound rolls made against the target unit.

SPECIAL RULES

All-terrain APC: A Taurox re-rolls all failed Dangerous Terrain tests.

Amphibious: A Chimera treats all water features as clear terrain when it moves.

Blessing of the Omnissiah: In each of your Shooting phases, instead of firing his weapons, a Techpriest Handler may choose to repair a single friendly vehicle that he is in base contact with or embarked upon. To repair a vehicle, roll a D6. If the result is 5 or more, you may either restore a Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle; this is effective immediately.

Fire Port Array: Each side of the Arbites Chimera has three additional fire points that may only be used by models firing Arbites combat shotguns, Arbites grenade launchers, boltguns, bolt pistols and webbers.

Grav-Chute Insertion: If an Eagle has moved more than 6", passengers may disembark, but they must do so as follows. Nominate any point over which the Eagle moved this turn and deploy the unit as if it were deep striking onto that point. If the unit scatters, every model must immediately take a dangerous terrain test. If any of the models cannot be deployed, the unit is destroyed.

Implacable March: This Combat Drill may only be used by a unit containing Executioners. A unit using this Combat Drill gains the Slow and Purposeful special rule until the end of the controlling player's turn.

Repair: If a Rhino is immobilised for any reason, in subsequent turns the crew can attempt a repair instead of the vehicle shooting. Roll a D6 in the Shooting phase - on a roll of 6, the Rhino is no longer immobilised.

Sentry Targeting: When using automated fire, a gun emplacement with this rule may ignore any vehicle on which it would be unable to cause at least a glancing hit based on the facing it would be firing at.

Tactical Protocols: Before deployment, all Cyber-Mastiffs in a unit must choose one of the protocols below to apply for the duration of the game. A Techpriest Handler may attempt to reprogram all Cyber-Mastiffs in his unit at the start of your Movement Phase by taking a Leadership test. If the test is successful, you may choose a new protocol to apply immediately. If it is failed, no protocol will apply until they are successfully reprogrammed in a subsequent Turn.

Latch On!: The Cyber-Mastiffs are treated as having Mancatchers.

Sic 'Em!: The Cyber-Mastiffs gain the Rage special rule.

Sniff 'Em Out!: The Cyber-Mastiffs gain the Counter Attack and Night Vision special rules.

Units Inbound: When a Response Team uses the Outflank rule, on a roll of a 1 they enter play from the short table edge to the owning player's left, on a 2 they enter play from the short table edge to the owning player's right, and on a 3-6 they enter play from any table edge the Arbites player wishes. This may even be his opponent's table edge.

HQ

	WS	BS	S	T	W	I	A	Ld	Sv	Type
Judge	4	4	3	3	3	4	3	10	4+	In (ch)
Arbitor General	4	4	3	3	2	4	2	9	4+	In (Ch)
Bailiff	4	4	3	3	1	3	2	8	4+	In
Aedile	4	4	3	3	2	3	2	8	4+	In (Ch)
Chastener	4	4	3	3	1	3	2	8	4+	In
Garrison Preacher	4	4	3	3	1	3	2	8	4+	In
Investigator	4	4	3	3	1	3	2	8	4+	In
Medicae	4	4	3	3	1	3	2	8	4+	In
Psionic	4	4	3	3	1	3	2	8	4+	In
Judith Schindler	5	5	3	3	3	4	3	10	2+	In (Ch)
Joseff Spartacus	4	4	3	3	3	4	3	10	4+	In (Ch)
Luthir Goreman	4	4	3	3	3	4	3	10	4+	In (Ch)
Shira Calpurnia	4	4	3	3	2	4	2	9	4+	In (Ch)
Alec Murphaeus	4	4	4	4	3	4	3	10	3+	In (Ch)
Wayne Gotham	5	5	3	3	3	5	4	10	4+	In, J (ch)

TROOPS

	WS	BS	S	T	W	I	A	Ld	Sv	Type
Arbitrator	3	4	3	3	1	3	1	7	4+	In
Proctor	4	4	3	3	1	3	2	8	4+	In (ch)
Penal Legionnaire	3	3	3	3	1	3	1	7	5+	In
Penal Custodian	3	3	3	3	1	3	2	8	5+	In (ch)
Beastman	4	2	4	3	1	4	1	7	5+	In

ELITES

	WS	BS	S	T	W	I	A	Ld	Sv	Type
Arbitres Detective	4	4	3	3	2	4	2	9	5+	In (ch)
Suppressor	4	3	3	3	1	3	1	7	4+	In
Proctor	4	4	3	3	1	3	2	8	4+	In (ch)
Arbitrator	3	4	3	3	1	3	1	7	4+	In
Executioner	4	4	3	3	1	3	1	8	4+	In
Cyber-Mastiff	4	0	4	4	1	4	2	5	4+	Be
Techpriest Handler	3	3	3	3	1	3	1	8	3+	Be (ch)

FAST ATTACK

	WS	BS	S	T	W	I	A	Ld	Sv	Type
Mounted Arbitrator	3	4	3	3	1	3	1	7	4+	Cv
Mounted Proctor	4	4	3	3	1	3	2	8	4+	Cv (ch)
Arbitres Biker	3	4	3	4	1	3	1	7	4+	Bk
Bike Proctor	4	4	3	4	1	3	2	8	4+	Bk (ch)

HEAVY SUPPORT

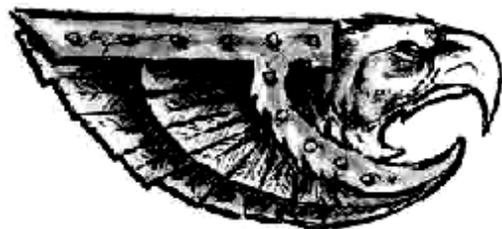
	WS	BS	S	T	W	I	A	Ld	Sv	Type
Arbitres Gunner	3	4	3	3	1	3	1	7	4+	In
Arbitres Spotter	3	4	3	3	1	3	1	7	4+	In

VEHICLES

	WS	BS	S	Armour			I	A	HP	Type
				F	S	R				
Rhino	-	4	-	11	11	10	-	-	3	Tk, T
Repressor	-	4	-	11	11	10	-	-	3	Tk, T
Chimera	-	4	-	12	10	10	-	-	3	Tk, T
Taurox	-	4	-	11	10	10	3	-	3	T
Arbitres Sentinel	3	4	5	10	10	10	3	1	2	W, O
Apprehender	4	3	5	11	10	10	3	2	2	W, O
Eagle	-	4	-	12	12	11	-	-	3	Fl, H, T
Castigator	-	4	-	11	11	10	-	-	3	Tk, T
Halligan	-	4	-	12	11	10	-	-	3	Tk, T

UNIT TYPES

Beast = Be, Bike = Bk, Character = (ch), Cavalry = Cv, Infantry = In, Jump unit = J, Flyer = Fl, Hover = H, Open-topped = O, Tank = Tk, Transport = T, Walker = W



WEAPONS

Weapon	Range	Strength	AP	Type
Arbitres Combat Shotgun				
- Manstopper	12"	4	-	Assault 2
- Executioner	18"	4	5	Assault 1, Ignores Cover, Twin-Linked, No Snap Shots
Arbitres Grenade Launcher				
- Choke	24"	1	-	Assault 1, Blast, Pinning, Poisoned (5+)
- Frag	24"	3	6	Assault 1, Blast
- Krak	24"	6	4	Assault 1
- Shock	24"	1	-	Assault 1, Blast, Pinning
Breaching Charges	8"	6	4	Assault 1
Choke Grenades	8"	1	5	Assault 1, Blast, Pinning, Poisoned (5+)
Grapplehawk	18"	4	-	Assault D3, Pinning
Halligan Missile Launcher	24"	7	3	Heavy 2, Armourbane, Twin-Linked
Large-Bore Stubber (close combat)	-	4	5	Melee, Rending
Large-Bore Stubber (shooting)	8"	4	5	Pistol
Mancatcher	-	User	-	Melee, Two-Handed
Servo-Arm	-	x2	1	Melee, Unwieldy, Specialist Weapon
Shock Claw	-	+1	5	Melee, Crackdown
Shock Grenades	8"	1	-	Assault 1, Blast, Blind
Shock Lance	-	+1/User	5/6	Melee, Crackdown
Shock Maul	-	+1	6	Melee, Crackdown
Thunder Maul	-	x2	3	Melee, Concussive, Two-Handed
Web Cannon	Template	5	6	Assault 1, Strikedown, Torrent
Webber	Template	3	-	Assault 1, Strikedown





WARHAMMER 40,000



ADEPTUS ARBITES

The Adeptus Arbites are the enforcers of the Pax Imperialis – the book of the Law of the Imperium. They are the first and last defence on many Imperial worlds against all of the various enemies of mankind, be they vile invaders from the dark void, encroachers from beyond reality, or sinister traitors and usurpers from within humanity itself. They stand strong, firm in their faith in the Law and grim in their duty.

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